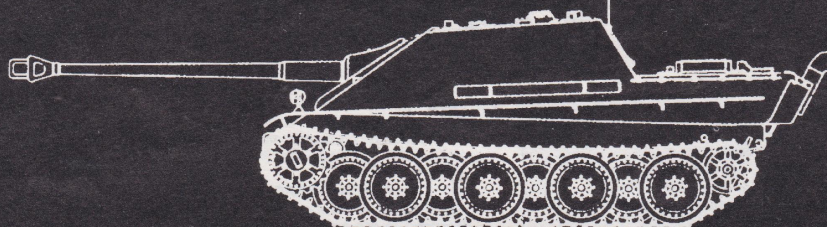


**MILITARY SIMULATIONS PTY. LTD.**



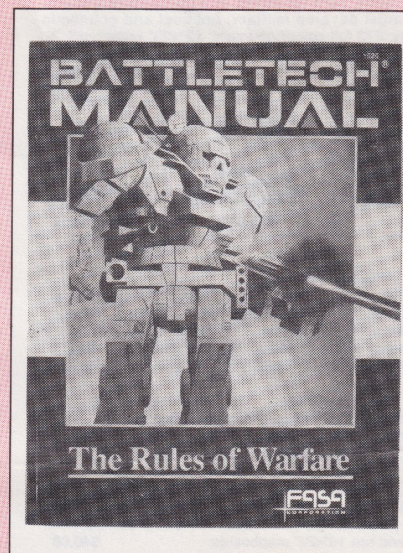
# MAIL-ORDER CATALOGUE

*The Greatest Selection of  
Conflict Simulations*

**AUGUST  
1988**



**BATTLETECH:** The cutting edge of science-fiction simulations. Five Successor States of the Star League direct mercenary regiments and regular troops in endless battle for the position of Star Lord. 31st Century tactical combat, the main weapon being Battlemechs: huge mobile weapons platforms bristling with high-tech armaments and piloted by the men and women who are the new knights of the battlefield. This future war, conducted by awesome war-machines on the hostile terrain of alien planets, is about political desire and the bloody quest for galactic power. However, individual battles may be fought for two other major objectives - the capture of water resources or the remnants of a lost technology that lead to the creation of the 'Mechs. It is a perpetual struggle that is destroying entire worlds, either consuming them in a blaze of fire and energy, or leaving them as gutted husks after looting their valuable minerals. But even as this bitter campaign rolls like a monolithic engine of the apocalypse into the heart of a galaxy, the kings of war are decaying... The 'Mechs are slowing dying as components become more rare and the technology for their maintenance gradually fades from memory. It may well be the last generation of these vehicles of destruction, the final war where Battlemechs are the savage sword of battle. **BATTLETECH** is a multi-player simulation with a wealth of supplements and modules to further enhance its dark vision of a future brought to its knees by an endless war. Players will command a 'Mech or a 'Mech Lance (squad), but these metalline behemoths don't win battles just by brute force - your tactical judgement and battlefield skill are the major factors in determining who will be victorious and who must suffer the fate of the vanquished! **BATTLETECH** is a boxed set containing a complete rulebook, 48 full-colour 'Mech counters with plastic stands, 120 other counters, two double-sided 22"x18" mapboards and a bonus plastic 'Mech kit. **\$30.00**



The **BATTLETECH MANUAL** is one of the many supplements for **BATTLETECH**. This particular item is a 104 page soft-cover rulebook. The contents are divided into three sections; the first deals with rules for **BATTLETECH**, with an account of the basic mechanics of play and an array of optional material that covers everything from artillery and repairs to night combat and underwater operations. The second part of the manual covers the **AEROTECH** rules, introducing 'Mech transporters and tactical air combat. Again an optional list offers the players more detail to their games if they so desire. The final part of the book is concerned with 'Mech, vehicle and fighter construction; as well as general notes on buildings and bunkers. Full record sheets are provided. An index and two quick-reference charts are included for ease of play. This product is the culmination of several boxed sets, it cannot be used without **BATTLETECH**, but is ideal for those players who have otherwise got access to the game through friends. **\$12.00**

**MILITARY SIMULATIONS:** 134 COCHRANES ROAD, MOORABBIN, VIC

**POSTAL ADDRESS:** P.O. Box 164, Moorabbin, Vic. 3198

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# WARGAMES

## THE GAME COMPLEXITY SYSTEM

\* **BASIC:** Ideal for beginners.  
 \*\* **INTERMEDIATE:** For novice players.  
 \*\*\* **ADVANCED:** For experienced gamers.  
 \*\*\*\* **MASTER:** Gung Ho veteran gamers only.

**NEW GAMES:** All new products will be marked by a dot  
 (\*) symbol besides the company name. For example:  
 VIC\* **OPEN FIRE** \*\*

## ANCIENT ERA

AH **BRITANNIA** \*  
 3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066. 256 counters and a 22"x24" mapboard. **\$50.00**

AH **CIVILIZATION** \*  
 2-9 players seek political, economic and cultural superiority for their nations. No dice! Set from 8000BC to 2500BC. 146 cards, 639 counters and two 22"x51" mapboards. **\$55.00**  
**CIVILIZATION TRADE CARDS** 50 new cards **\$10.50**

WES **IMPERIUM ROMANUM II** \*\*\*  
 35 scenarios cover 700 years of the Roman Empire, from military superiority to decadent collapse. 800 counters include Legions, Fleets, cavalry, artillery, engineers, ect. A 22"x51" map covers Britannia to Parthia. 2-6 players. **\$80.00**

TSR **JULIUS CAESAR** \*\*  
 The bloody Gaelic wars, 58-53BC, from the forests of the Rhine to the shores of Britain. 200 counters, 59 Alliance cards and a 22"x34" map. A war between Legions & Clans. **\$50.00**

## MIDDLE AGES

GAM **BLOOD ROYALE** \*\*  
 Noble factions fight for power in 13TH Century Europe. Players must develop military, political and economic superiority. 273 full-colour counters, 22"x23" mapboard, 30 plastic playing pieces, 96 plastic coins, 63 Event Cards, character sheets and more! **\$90.00**



AH **KINGMAKER** \*\*  
 Popular 2-6 player game of the chaotic English Civil War: 1450-85. Features the usual mediaeval activities - chivalry, war, feudal politics & plague. This game is rife with subtle tactics, uneasy alliances and bold conspiracies. **\$40.00**  
**KINGMAKER VARIANT CARDS** New cards. **\$10.50**

AH **MACHIAVELLI** \*\*  
 Eight Italian & foreign powers diplomatically fight for the unification of Italy. 536 counters & 33"x21" mapboard. Full of military intrigue, political subterfuge and wicked plots! **\$40.00**

AH **SAMURAI** \*\*  
 2-6 players struggle for the title of Shogun in mediaeval Japan. A perpetual game of Japanese feudal conflict. 360 counters and two 16"x22" mapboards. **\$40.00**

## NAPOLEONIC ERA

WES **CAMPAIGNS OF NAPOLEON** \*\*\*  
 1800-1815: the entire war of the French Empire is covered with 400 counters and a 23"x35" map of central Europe. A grand-strategy multiple-player simulation. **\$30.00**

AH **EMPIRES IN ARMS** \*\*\*\*  
 Covers the Napoleonic Wars of 1805-1815. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests and ambitions that characterised this bloody war. With 1008 counters and two 25"x35" maps. **\$90.00**

TSR **LA GRANDE ARMEE** \*\*\*  
 Recreates the campaigns in France, Central Europe and Russia during the ten year span of the French Empire. 2-4 players. 1200 counters and four 22"x34" maps. **\$75.00**

AH **NAPOLEON** \*  
 A simple yet cunning game of the Waterloo battle. 48 beautiful wooden counters that feature hidden combat values and step reductions for attrition. Plus two 11"x16" mapboards. **\$25.00**

TSR **NAPOLEON'S LAST BATTLES** \*  
 A quadrigame of the Waterloo Campaign; Quatre Bras, Ligny, Wavre and the La Belle Alliance (with campaign version). 400 counters and four 17"x22" maps. **\$45.00**

AH **THE STRUGGLE OF NATIONS** \*\*\*\*  
 Napoleon's campaign in Saxony, 1813, plagued by the size of the theatre and his troop's morale. 455 counters, one 27"x22" and one 22"x16" mapboard. 3 scenarios + campaign. **\$35.00**

AH **WAR AND PEACE** \*\*  
 1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the endless Russian steppes. 1040 counters (Includes 6 major & 19 minor powers) and four 11"x16" mapboards. 9 scenarios plus multi-player campaign. **\$40.00**

AH **WOODEN SHIPS & IRON MEN** \*\*  
 Naval warfare, 1776-1815. Ship vs. Ship duels or Fleet vs. Fleet mega-battles. Uses simultaneous hidden movement. 27 scenarios, 22"x28" mapboard and 180 counters. **\$40.00**

## AMERICAN CIVIL WAR

TSR **BLUE & GREY** \*  
 A quadrigame involving the battles of Shiloh, Antietam, Cemetery Hill and Chickamauga. Each scenario plays only 2-4 hours. 400 counters and four 22"x17" maps. **\$35.00**

AH **BULL RUN** \*\*  
 Two equally armed forces must balance flank assaults and defensibility to win the First Battle of Bull Run. 260 counters and four 8"x22" mapboards. **\$40.00**

VIC **THE CIVIL WAR, 1861-1865** \*\*\*  
 This covers the entire conflict, from marauding Indians to the Ironclad river engagements. 520 counters and two 22"x32" maps. Emphasis on command resources and leader initiative. Scenarios cover each year or the entire campaign. **\$50.00**

WES **CHICKAMAUGA** \*\*  
 Two days of battle in misty, heavily forested terrain where command control is vital. The South's last chance to crush the Union and win the war. 200 counters and 22"x34" map. **\$40.00**

AH **DEVIL'S DEN** \*\*  
 The battle of Gettysburg and the bloody struggles for Little Round Top and the Devil's Den. 520 counters and a 22"x32" mapboard (30 yards per hex). **\$60.00**

AH **FURY IN THE WEST** \*\*  
 Two days of battle for Shiloh. Features unit breakdown through movement and rebuilding during halts. 234 counters (including 2 Union Gunboats) and a 32"x22" mapboard. Play utilises a tense hidden movement system. **\$30.00**

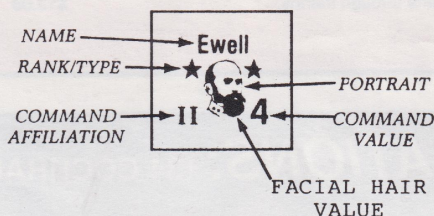
AH **GETTYSBURG** \*\*\*\*  
 Re-creates the Confederate offensive for Baltimore and Washington. Three levels of play. 1040 counters and a 22"x28" mapboard (756 feet per hex). **\$40.00**

TSR **A GLEAM OF BAYONETS** \*\*\*  
 September, 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. With 1600 counters (Regiments/Batteries scale) and two 22"x34" maps. **\$70.00**

GDW **A HOUSE DIVIDED** \*  
 Introductory grand strategy game, 1861-1865, with an emphasis on lines of communication and accumulative unit combat experience. 160 counters and a 17"x22" map. **\$35.00**

VIC\* **LEE VS. GRANT** \*\*  
 The wilderness campaign of 1864. The Army of the Potomac must capture Richmond from Lee's Army of North Virginia. 520 counters, 22"x32" map & 9 scenarios (3 campaigns). **\$50.00**

## SAMPLE INFANTRY LEADER (Front or "Mobile" Side)



VIC **MOSBY'S RAIDERS** \*\*  
**SOLITAIRE** game of the Partisan Rangers' guerrilla raids behind Union lines in northern Virginia. 193 counters, 120 Action/Event cards and a 22"x32" map. **\$45.00**

TSR **REBEL SABERS** \*\*\*  
 Quadrigame of cavalry actions, fully compatible with **TERRIBLE SWIFT SWORD!** 400 counters (at battalion & section level), one 22"x17" and two 22"x34" maps. **\$50.00**

WWW **SHOT & SHELL** \*\*\*  
 Detailed Tactical naval combat between the Ironclads. Includes forts and land-based troops. 27 scenarios, 387 counters and six 13"x20" maps (100 yards per hex). **\$50.00**

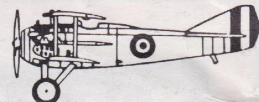
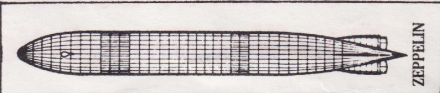
TSR **TERRIBLE SWIFT SWORD** \*\*\*  
 Three days of fierce battle marked the bloody confrontation that was Gettysburg. This classic 2ND Edition game has 2000 counters (at Regimental level) and two 22"x34" maps. **\$99.00**

## WORLD WAR ONE

AH **DIPLOMACY** \*  
 Trust and treachery for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. **\$30.00**  
 AH **GAMER'S GUIDE TO DIPLOMACY** **\$10.00**

AH **THE GUNS OF AUGUST** \*\*  
 The Great War, 1914-18. From England to Turkey, four Axis countries battle the armies of eight Allied nations. 800 counters and a 22"x32" mapboard. 10 scenarios. **\$45.00**

AH **KNIGHTS OF THE AIR** \*\*  
 Dogfights over the trenchlines, a superior aerial combat game for 1-6 aspiring pilots. 188 counters representing 20 aircraft types and a beautiful 22"x32" mapboard. **\$90.00**



VIC **PAX BRITANNICA** \*\*\*  
 A 4-7 player game of empire building, rebellious colonies, diplomacy and global confrontation from 1880 to WWI. 666 counters (for land & sea) and two 22"x32" world maps. **\$60.00**

WWW **WAR TO END WARS** \*  
 A grand strategy introductory game that covers the mindless slaughter in France to the grueling desert battles. 200 counters and a 16"x22" map. 3 scenarios. **\$25.00**

PAN **WARLORDS** \*\*  
 2-7 Warlords bully, bribe, blackmail and butcher each other for control of China in 1916-1950. 252 colourful counters and a 19"x23" map. Military and diplomatic adventures. **\$40.00**

## WORLD WAR TWO

### ADVANCED SQUAD LEADER

Probably the best tactical WWII system available. A very detailed production that features intricate game mechanics: 2 minutes per game turn, 40 metres per hex, unit scale 5-10 men or a single vehicle.

AH **ADVANCED SQUAD LEADER RULES\*\*\*\***  
 176 colourful pages with 8 sturdy data cards set in a beautiful 3-ring binder. Superb graphics! Most modules for this elaborate system will include new rules chapters. Features an easy-find index for ease of play. **\$75.00**

AH **BEYOND VALOR** \*\*\*\*  
 The German and Russian expansion set: 2396 counters of vehicles, troops, artillery, infantry. Heavy weapons, markers, etc. Four 8"x22" mapboards and 10 scenarios. **\$100.00**

AH **PARATROOPER** \*\*\*  
 Details the small unit actions of the 82ND and 101ST Airborne Divisions in Normandy. 478 counters, 1 mapboard, 8 scenarios and an Introductory ASL rules chapter. **\$40.00**

AH **STREETS OF FIRE** \*  
 Four 11"x26" city mapboards with a 2.2" hex grid (for use with counters or GHQ Micro Armour). 10 scenarios. **\$70.00**

AH **YANKS** \*\*\*\*  
 The American expansion set: 1048 counters covering the usual plethora of AFVs, equipment and grunts. Four 8"x22" mapboards, 8 scenarios and a new ASL chapter. **\$90.00**

AH **HEDGEROW HELL** \*  
 Has four 11"x26" wilderness mapboards with 2.2" hex grid (for counters or GHQ miniatures\*). With 8 scenarios. **\$75.00**

AH **PARTISAN!** \*\*\*\*  
 Guerrilla warfare against the German and Axis allies. 260 counters, two 8"x22" mapboards (#10 & 32) and 8 scenarios seth from Russia to Greece. **\$40.00**

AH **WEST OF ALAMEIN** \*\*\*\*  
 The desert war, includes 5 new boards & British TO&E. TBA

AH **HOLLOW LEGIONS** \*\*\*\*  
 Two more desert mapboards plus Italian TO&E. TBA

AH **SALERNO: CAMPAIGN FOR ITALY** \*\*\*\*  
 Two new mapboards plus 8 scenarios and campaign. TBA  
 Future releases include a Japanese module and another for the French and minor countries.

\*See the **MINIATURES** section for a list of GHQ 1/285TH scale **MICRO ARMOR** available in ASL scenario packs.



## JED AXIS & ALLIES

Global grand strategy for 2-5 players seeking military or economic victory. Includes weapons development and special forces. 430 counters and 20"x37" map. Boxed **\$13.00**

## JED BASIC TRAINING

A popular magazine game solely designed to introduce the reader to the simple mechanics (movement & combat) of wargaming. Very easy to assimilate. With counters/map **\$1.00**

## JED BEGINNER'S GUIDE TO WARGAMING

Continues the learning process of *BASIC TRAINING* with chapters on unit types, the language of wargames, game reviews, etc. Includes a mini-game, 'The Battle For Moscow', with 39 counters and a 8"x11" map. **\$7.00**

## JED EUROPE AT WAR

1-4 players command the economic and military growth of a European power from 1941 to 1945. 282 counters and three 8"x22" mapboards. Includes naval battles, Japan's influence, the A-bomb and political options. **\$25.00**

## JED FIELD MARSHAL

A well balanced hypothetical WWII style conflict where players are hindered or helped by 32 Situation cards. 196 counters and three 8"x22" mapboards. **\$14.00**

## AH HITLER'S WAR

The European & Mediterranean struggle. You decide war direction, production priorities and research. 520 counters and a 16"x22" mapboard. Quick and colourful game. **\$45.00**

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### TSR SNIPER!

Man-to-man combat from WWII through Korea and the 'Nam to contemporary Europe. 600 counters and two double-sided 22"x34" maps (wilderness one side, urban terrain on the other) - 2 metres per hex! 8 scenarios. Detailed game **\$50.00**

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### TSR SPECIAL FORCES

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### TSR BUG HUNTER

*SNIPER!* expan. set 3. A near-future scenario where heavily armed & armoured soldiers fight aliens on Earth. **TBA**

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An award-winning, popular tactical European wargame that was superseded by *ADVANCED SQUAD LEADER*. 712 counters and four 8"x22" mapboards. **\$55.00**

## AH TACTICS

The original wargame, first printed in 1958, this simulation marked the beginning of the gaming industry. 100 crude counters and a bland 22"x28" mapboard! **\$25.00**

## AH TACTICS II

'Military Chess' they called it, the polished version of *TACTICS* with a balanced WWII style conflict (the Reds vs. the Blues). 100 units and a 22"x28" mapboard. **\$27.00**

## AH THIRD REICH 4TH Edition

A magnificent, tense European & Mediterranean campaign game. 2-6 players must skillfully lead nations through 1939 to 1945. 550 counters and a 22"x32" mapboard. **\$45.00**

## AH GAMER'S GUIDE TO THIRD REICH

**\$11.00**

## AH UP FRONT

European man-to-man (or tank-to-tank) combat that uses cards to represent troops, terrain, equipment, vehicles and various actions. 322 cards and 304 counters. **\$60.00**

## AH BANZAI

*UP FRONT* expansion set in the S.W. Pacific, with the English and Japanese armies. New rules, plus *solitaire* section. 80 cards, 63 counters and 12 scenarios. Innovative game **\$30.00**

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Award-winning Australian game that covers the entire war on two huge Pacific & European maps. Strong emphasis on long-range unit production. Superb game mechanics that cover land, sea and air combat. 1000 counters. For 2-6 players **TBA**



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A grand strategic game for 2-5 players, covering the European and Mid Eastern theaters of operation from 1939 to 1945. 800 counters from 19 countries & 2 colourfull 22"x34" maps. **\$75.00**

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A massive, complex series of complete but connected games of the European and African campaigns. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft).

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The swift and savage German blitzkrieg invasion of Poland. 3 day turns, with an option of greater Polish preparation for the onslaught. 480 counters and two 21"x27" maps. **\$55.00**

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Covers the huge air war over Britain, Operation Sealion (the planned German invasion of England) and the one-sided naval conflict. Two 21"x27" maps and 1200 counters. **\$75.00**

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Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones and more. 2500 counters (40 unit types!) and six 21"x27" maps. Magnificently detailed grand strategy game. **\$155.00**

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Africa, 1940-1942, includes the peripheral operations in Malta, Syria and Lebanon. Rules cover the logistical difficulties. 480 counters and two 21"x27" maps. **\$50.00**

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Barbarossa 1942-1944, expansion set for *FIRE IN THE EAST*. New rules, three new maps and 3840 (!) counters. A truly monstrous game of exquisite detail. **\$149.00**

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**\$13.00**

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The Anglo-American invasion of Northwest Africa in Nov. 1942-May '43. Can be used with *WESTERN DESERT*. 480 counters (from 8 countries) & two 21"x27" maps. **\$60.00**

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### JED THE AFRICAN CAMPAIGN 2ND Edition

A fast, beer & pretzels game of the desert war from Dec. 1940-1942. Includes airpower, fuel supplies, minefields, fortresses, etc. 168 counters and 11"x32" mapboard. **\$25.00**

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The Desert Fox verses the Desert Rats. Includes forces from France, Italy, etc. April 1941 to October 1942. 108 counters and a 44"x14" mapboard. Good beginner's wargame. **\$35.00**

### WES ROMMEL IN NORTH AFRICA

Features an unusual Sequence of Play and innovative movement & reinforcement rules. Three scenarios plus a Desert Campaign. 200 counters and a44"x17" map. **\$50.00**

### WWW ROMMEL AT BAY

Tunisia: the stubborn Axis defense of the Mareth Line must hold out against Montgomery's 8TH Army. 300 counters and a colourfull 34"x22" map. **\$45.00**

### TSR SIROCCO

Very simplistic game of tactical desert combat. With 82 plastic counters representing tanks, infantry, AT guns and jeeps. 54 situation cards and a 20"x20" mapboard **\$45.00**

## WESTERN FRONT

### AMBUSH! SOLITAIRE SYSTEM

Ambush! was designed specifically for *solitaire* play, using an ingenious system of Mission Cards and paragraph booklets to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards a hex.

### VIC AMBUSH!

The player leads a squad of American troops on 8 missions through German occupied France. 218 counters and two 16"x22" maps. The Americans have set goals to achieve whilst the game system provides the opposition. **\$65.00**

### VIC MOVE OUT! Module 1

60 new Character & Vehicle cards plus 11 missions. **\$30.00**

### VIC PURPLE HEART Module 2

13 missions, two 16"x11" and one 16"x22" maps, 108 counters and 60 new Character and Vehicle cards. **\$55.00**

### VIC SILVER STAR Module 3

70 new Character and Vehicle cards, 9 missions, two 16"x11" and one 16"x22" maps plus 108 counters. **\$50.00**

### AH AIR FORCE

Tactical 1940-45 aerial combat from fighter duels and night bombing raids to ground support. 255 counters (with 30 aircraft types) and three 10"x16" mapboards. **\$40.00**

### AH DAUNTLESS

*AIR FORCE* Pacific expansion set. Introduces dive bombing, carrier operations, etc. New rules, plus 365 counters representing individual ships & 30 new aircraft types. **\$30.00**

## AH B-17 QUEEN OF THE SKIES

*SOLITAIRE* Command a lone B-17f on 25 bombing missions over Europe during Nov 1942 to May 1943. 88 counters and an 11"x16" mapboard. With individual crew-members and German fighters & flack. Good for campaign play. **\$40.00**

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The Luftwaffe and the Royal Air Force collide over the skies of England in a battle that will decide the fate of a nation. 800 counters and two 22"x34" maps. **\$60.00**

### TSR COBRA 2ND Edition

June 6th to Aug. 23rd, 1944: the huge Allied invasion of Normandy and their break-out from the peninsula against bitter opposition. 400 counters & two 22"x33" maps. **\$45.00**

### AH D-DAY

The Allies must choose from 1 to 7 beaches to storm Europe, the Germans will need to stem the invasion quickly to survive. 200 counters and a 22"x28" mapboard. **\$40.00**

### JED FORTRESS EUROPA

Covers the 2ND European front from England to the Rhine. Features airpower, U-boats, partisans, multiple Allied invasions, etc. 392 counters and a 22"x24" mapboard. **\$30.00**

### VIC FRANCE 1944

The liberation of France, Belgium, Luxembourg and the Netherlands. Uses a unique Initiative system and a strength & moral matrix for combat. 130 counters/22"x32" map. **\$40.00**

### AH LUFTWAFFE

American bombers must eliminate key industrial targets whilst the Germans plot interception missions. Covers the entire American bombing campaign from 1943-1945. 277 detailed counters and three 8"x22" mapboards. **\$40.00**



### VIC OMAHA BEACHHEAD

Ten days of battle where the Americans must link-up with the British at Utah beach and capture St Lo. 288 counters (at Battalion level) and a 22"x32" map (1km per Hex). **\$50.00**

### TSR ONSLAUGHT

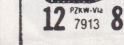
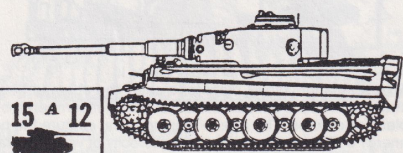
Recreates the Allied drive across France to the Rhine, and the stubborn defense by Germany's Wehrmacht and feared SS. 160 large counters and a 20"x36" mapboard. **\$50.00**

### VIC OPEN FIRE

*SOLITAIRE* The player leads a platoon of American armour, the hidden German foe is controlled by the game mechanics. Each vehicle has multiple skill ratings. 6 missions, 210 counters and a 22"x32" map (50 metres per hex). **\$75.00**

### AH PANZER LEADER

1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen. 384 counters (at platoon scale) and four 8"x22" mapboards (250 metres per hex). With infantry, AT weapons & APCs. **\$45.00**



### AH PANZER LEADER VARIANT

The steel fist of Blitzkrieg verses the impracticable tactics of Allied armoured warfare in 1940 France. 192 counters **\$15.00**

### AH PATTON'S BEST

*SOLITAIRE* A campaign game that develops a Sherman tank-crew's skills through battle in France and Germany. 218 counters, a 22"x24" mapboard & 17 tank-data cards. **\$65.00**

### WES R.A.F.

*SOLITAIRE* The Battle of Britain, the survival of a nation, one player controls the R.A.F. whilst the game system pilots the bombers and fighters of the Luftwaffe. 160 counters, 22"x34" map and 134 Target/Event/Force cards. **\$50.00**

### AH RAID ON ST. NAZAIRE

*SOLITAIRE* Covers the daring British commando raid on the German-occupied French port. 260 counters and an artistic 16"x33" mapboard. Tense squad-level combat. **\$60.00**

### WES SOLDIERS

Squad-level combat in Europe. Introduces Force Points and Risk Levels with airdrops, demolition, artillery, etc. 300 counters and four 11"x17" maps (10 metres per hex). **\$50.00**

### WES ST. LO

The capture of St. Lo by the Americans would free the Allies from their precarious invasion landing sites. 400 counters (at battalion-level) & a 22"x34" map (306 yards per hex). **\$40.00**

### AH STORM OVER ARNHEM

700 British paratroopers vied for five days with the Wehrmacht and SS for control of Arnhem Bridge. 224 large counters and a 22"x32" mapboard. At squad level. **\$40.00**



**WES TANK LEADER: WESTERN FRONT** \*\*  
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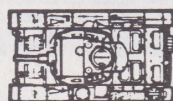
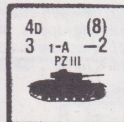
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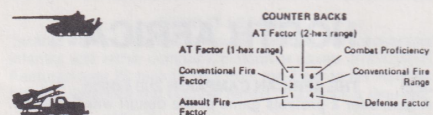
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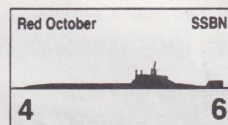
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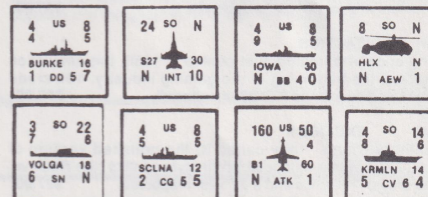


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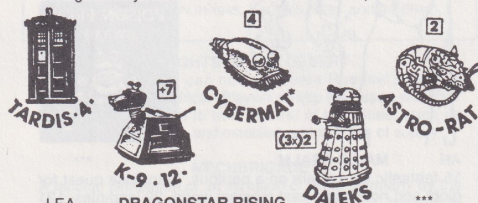
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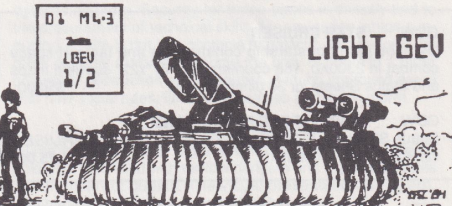
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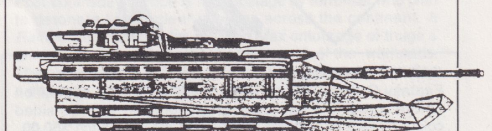
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FAS • **HARBINGERS OF DEATH** 11 scenarios. **\$14.00**



## STAR FLEET BATTLES

**TASK FORCE GAMES** has folded, thus the stock listed below is all we have left for SFB. However, another American company will reprint everything in the near future!

**TAS STAR FLEET BATTLES VOL. 2** \*\*\*  
4 new races, 150 new ships, new weapons, 24 scenarios (3 solitaire, 6 campaign games). 324 counters. **\$50.00**

**TAS INTRODUCTION TO STAR FLEET BATTLES** \*\*  
Basic rules for beginners, a SFB primer for aspiring star-fleet commanders! 54 counters and a 16"x21" map. **\$13.00**

### STAR FLEET BATTLES SUPPLEMENTS

**SUP #2: X-SHIPS**  
A new generation of starships, 108 counters. **\$25.00**  
**SUP #3: FAST PATROL SHIPS**  
PF leaders and interceptors. 216 counters. **\$30.00**  
**SSD BOOK #2** Klingon/Hydran/Wyn/Lyrn **\$12.00**  
**SSD BOOK #3** Romulan/Tholian/Gorn **\$10.00**  
**SSD BOOK #4**  
Fleet Tugs/Star Bases/Freighters/Battle Stations **\$12.00**  
**SSD BOOK #7** Federation/Hydran/Gorn/Kzinti **\$13.50**  
**CAPTAIN'S LOG #1, #2 & #3**  
Scenarios, errata, new rules, fiction, et al. (Each) **\$12.00**  
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Updates for SFB Vol. 1 and Supplement 1. **\$12.00**  
**COMMANDER'S RULEBOOK VOL. II**  
Replaces SFB Expansions #1, #2 and #3. **\$17.00**

**STE STAR TRADERS** \*\*  
Galactic commerce 2-6 daring captains vie for the position of Imperial Trader. 18"x22" mapboard, 168 money tokens, 144 cards & 172 counters. Economics, diplomacy & war. **\$40.00**

## STAR TREK

**FAS STAR TREK 2 STARSHIP COMBAT SIMULATOR** \*\*  
3 levels of play. Tactical spaceborne combat between starships. 78 colour counters, 112 game chips and a 22"x34" map. Originally **\$35.00** now **\$8.00!**

**FAS STAR TREK TACTICAL COMBAT SIMULATOR** \*\*  
Revised and expanded version of the above game. Improved rules for a fast-paced game of space combat. 156 colour counters plus a 22"x34" starfield map. **\$50.00**

### STAR TREK SUPPLEMENTS

**RULEBOOK UPDATE**  
For **STAR TREK 2 STARSHIP COMBAT SIMULATOR**. **\$25.00**  
**FEDERATION SHIP RECOGNITION MANUAL**  
Hard data for 85 Federation Starships. **\$15.00**  
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Starship Starfield Hex Sheets **\$15.00**  
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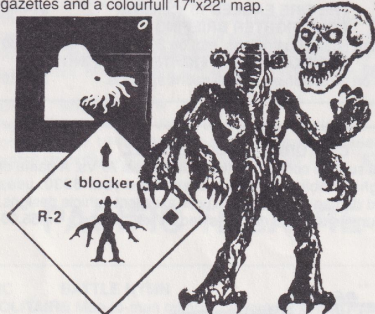
**GDW STAR CRUISER** \*\*  
Detailed game of starship construction and tactical space combat in 2300AD. 168 counters, two 31"x22" starfield maps and Status Sheets for 36 different ships. **\$50.00**

**GDW SHIPS OF THE FRENCH ARM**  
Status Sheets and historic data for 46 new **STAR CRUISER** starships. Fully illustrated. **\$25.00**

**STE AWFUL GREEN THINGS FROM OUTER SPACE** \*  
The wacky crew of an exploration ship frantically try every impromptu weapon in their craft to destroy a growing hoard of invading monsters. 137 counters and a 12"x21" map. **\$18.00**

## FANTASY

**CHA ARKHAM HORROR**  
1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a colourful 17"x22" map. **\$50.00**

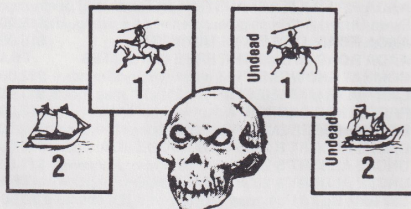


**GAM BLOOD BOWL** \*\*  
Fantasy Gridiron. Taunt, maim and then kill the opposition before scoring a few touchdowns for luck! 115 two-sided colour players with stands and 16"x32" mounted pitch. **\$50.00**

**GAM DEATH ZONE** \*\*  
New rules, including magic and Campaign play. 178 two-sided colour players (plus THRU!) for six new teams. Features the most amusing and entertaining rulebooks ever written. **\$35.00**

**GAM CHAOS MARAUDERS** \*  
A fun & fast card game for 2-4 players involving the mindless struggle for power between several savage Orc tribes. 112 colour cards representing squads, heavy weapons, individual heroes & leaders and equipment. Plus 4 playsheets. **\$40.00**

**AH DARK EMPEROR** \*\*  
The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military factors. 260 counters (with 'Undead' backprint) and a unique 22"x32" mapboard. **\$50.00**



**AVA DINOSAURS OF THE LOST WORLDS** \*  
1-4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! A fun game of discovery and dinosaur bashing, with a 16"x22" mapboard, 60 cards, 65 colour counters and 15 great scenarios. **\$40.00**

**TSR DRAGONLANCE** \*\*  
Warring Dragons in a battle to retrieve the Dragonlance from a forbidding castle. Two levels of play. Contains colourful plastic miniatures and a geographically detailed board. **TBA**

**GAM DUNGEONQUEST** \*  
1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall. Includes 115 colour room tiles, 68 monster counters, 174 cards for beasts, traps & treasures and a 23"x22" mapboard. **\$60.00**

**GAM HEROES FOR DUNGEONQUEST**  
A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **\$40.00**

**WES KINGS & THINGS** \*\*  
2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes, building castles and beating the crap out of each other! 48 colour land tiles and 351 terrific counters. **\$50.00**



**AH MAGIC REALM** \*\*\*  
16 fantastic characters on a perilous, grandiose quest for glory and riches in a vast magical world. 20 land tiles, 121 cards and 476 counters. Very detailed magic & combat. **\$40.00**

**VIC A NIGHTMARE ON ELM STREET** \*  
2-6 players flee the Nightmare Maze and Freddy's terribly unfriendly psychopathic tendencies. Two 16"x22" mapboards and 200 illustrated event cards. **\$60.00**

**STE NECROMANCER** \*\*  
Two very angry Wizards beat the crap out of each other with noisome legions of skeletons and zombies. 11"x17" map and 112 back-printed counters. Fun for all the family! **\$12.50**

**GAM TALISMAN** \*  
2-6 adventurers seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. A very entertaining fantasy quest. **\$27.00**

**GAM TALISMAN: THE ADVENTURE**  
56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 cards for alternative game endings (both nasty & fun). **\$22.00**

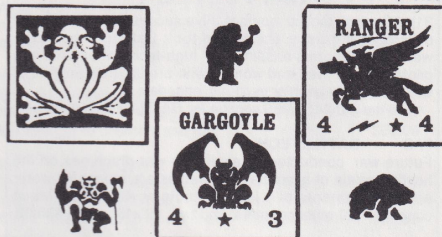
**GAM TALISMAN EXPANSION SET**  
70 full-colour cards (including 14 new Characters). **\$22.00**

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The subterranean extension of **TALISMAN** with 54 colour cards (with 14 new characters) & a 11"x16" mapboard. **\$30.00**

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A parallel alien world. New Sci-Fi Characters, Hi-tech Treasures, Followers, and star-spawned Monsters. Contains 62 colour cards (8 new characters) and a mapboard. **\$30.00**

**GAM THE FURY OF DRACULA** \*\*  
2-3 investigators hunt for Dracula in 1898 Europe, features hidden movement, supernatural powers and a host of other gothic horror surprises! 16"x20" mapboard, 140 colourful counters, 60 event cards and 4 exquisite miniatures. **\$50.00**

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2-6 Titans muster legions of monsters & wizards whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, 16"x22" master mapboard and eleven 8"x11" Battleland maps. Great! **\$40.00**



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Count Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites in his wake! 112 colour counters and three mini maps. **\$12.50**

**PAC WABBIT WAMPAGE** \*  
Battle other bunnies for carrots, attack farmer Brown for revenge, torch the barnyard, blast old Fido off the board, etc. A crazy host of characters engage in a battle for the farm yard. 13"x17" mapboard, 70 counters and 48 cards. **\$45.00**

**PAC WABBIT'S WEVENGE** \*  
They skinned his kin, and now they're going to pay... Wambo Wabbit vs. the township in a mad battle that uses everything from zeppelins to ray guns. **\$45.00**

**GAM WARLOCK OF FIRETOP MOUNTAIN** \*  
A Fighting Fantasy boardgame fraught with money, monsters and masterful artwork. Characters face the denizens of the dungeon in a mercenary quest for riches. With 98 colour cards, 50 Adventure sheets and a 22"x23" mapboard. **\$50.00**

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A detailed system for skirmish encounters or bloody campaigns involving miniatures or cardboard units representing the full spectrum of fantasy combatants.

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3RD Ed. rules of warfare that include chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and more! Includes templates and a plethora of illustrations. **\$40.00**

**WARHAMMER SUPPLEMENTS**  
**CIT BLOODBATH AT ORC'S DRIFT** \*\*  
4 scenarios with maps. 168 colour counters, 10 cardboard 25mm buildings and 10 extra Command Sheets. **\$36.00**

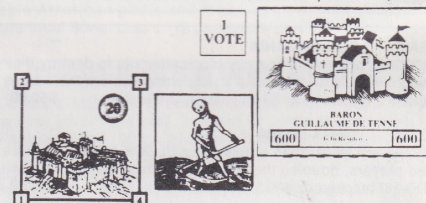
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Contains 12 cardboard 25mm buildings plus scenarios **\$25.00**

**CIT RAVENING HORDES** \*\*  
Some more new rules including complete Army lists for ten races and information on competition games. **\$20.00**

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**GAM WARRIOR KNIGHTS** \*\*  
A kingdom torn apart by bloody civil war & anarchy, the king lies dead, murdered by a traitor's hand, whilst the forces of scheming Barons ravage the countryside and war upon their rivals. 251 cards, 558 counters & 16"x22" mapboard. **\$60.00**



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2-6 Armies, with assorted Heroes & Sorcerers, search the island of Marnon for three treasures whilst avoiding the despotic dragon and fighting off wild orchid herds. 404 counters and a 22"x24" painted mapboard. **\$45.00**

## MILITARY SIMULATIONS

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## 50 MISSION CRUSH

Pilot a B-17 Flying Fortress in 50 deadly raids over France & Germany. Each mission is evaluated for accuracy and enemy attrition, and awarded with pilot promotion. Every aspect of command is covered, from gunners to the bomb/fuel ratio.

## B-24

A flight & combat simulator that challenges you to fly 19 dangerous bombing raids over the Axis' oil refineries at Ploesti, Rumania. A campaign to shorten the war in Europe by reducing the oil production flow to Hitler's war machine.

## BALTIC 1985

Third game in the *WHEN SUPERPOWERS COLLIDE* series. NATO forces must carve open a corridor across East Germany, through the Warsaw Pact front line, to rescue the Berlin garrison. Battalion level with Divisional integrity and air power.

## BATTALION COMMANDER

Now you can direct a modern American, Soviet, or Chinese armored battalion against the forces led by the computer. Five scenarios with a choice of 40 tactical terrain maps.

## BATTLES IN NORMANDY

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridge-head. Relive the massive Allied invasion of Northern France in June 1944, a bold mechanized thrust that marked the beginning of the end for Germany. Uses the same mechanics as *BATTLEFRONT*, with all the great system features, plus a design application for developing your own scenarios.

## BATTLEGROUP

Sister-game to *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US, and British tank, gun, and weapon used on this front from 1943-45. Units range from individual vehicles to battalions. New rules such as stacking limits and troop morale are included.

## BATTLE OF ANTIETAM

A grand tactical simulation of the Civil War's bloodiest battle. Has three levels of play, and zoom-in, zoom-out map display. Units are at demi-brigade scale with combat resolved down to the last man or artillery piece. Each turn equals 30 minutes.

## BATTLECRUISER

A good naval game that uses the same system as *WARSHIP*. Recreates individual ship-to-ship combat in great tactical detail. Contains 79 ships from WWI Germany & Britain, plus 79 major WWII British, French, German and Italian vessels.

## BATTLEFRONT

A recreation of WWII Corps-level combat. The game features a great range of unit types with a complete and accurate battle environment. Four scenarios, Crete, Stalingrad, Saipan & Bastogne: plus a comprehensive scenario design kit.

## BROADSIDES

A game of non-stop naval action in which you can re-enact legendary engagements from the bold age of fighting sail.

## CARRIER FORCE

Recreates four major naval engagements in the Pacific; Santa Cruz, Midway, Solomons and Coral sea. Every major warship and plane is fully accounted for and battles are resolved right down to the last aircraft.

## CARRIERS AT WAR

A game of land based, aerial and naval combat between America & Japan, with five historical scenarios. Using SSG's unique menu and design systems, new scenarios can be created for any other theater.

## COMPUTER AMBUSH

Squad-level, West front, man-to-man combat - very detailed small unit actions. Features Hidden movement, individual soldier characteristics and a squad self-design option. New improved edition is 40 times faster than before.

## DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

### Vol 1 -

Six scenarios from the War between the States - First Bull Run, Shiloh, Second Bull Run, Antietam, Fredericksburg and Chancellorsville. With a new easy-to-learn menu system, plus the *WARPLAN* wargame construction set & the *WARPAINT* graphics editor for detailed scenario creation.

## DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

### Vol. 2 -

Scenarios include - Chattanooga, Chickamauga, Gettysburg, Gainesmill, and Stone's River. Plus *WARPLAN* & *WARPAINT*.

## EUROPE ABLAZE

Three scenarios that depict all aspects of the air war that raged over Britain and Germany between 1939 and 1945. SSG's game system covers every detail of the war, including weather, cloud cover, flack & jets. Plus a scenario design kit.

## FIELD OF FIRE

Assume command of 'Easy' Company, in a campaign game that leads them through eight battles in North Africa and Europe. Historically accurate simulation with hi-res graphics.

## FIRE BRIGADE -

The battle for Kiev, 1943, one of the most decisive & mobile battles of WWII. The assault by the *elite* 3rd Guards Tank Army could split the German front and isolate Army Group South. Balck's 48TH Panzer Korps ('The Fire Brigade') must commit itself for a counter-attack. With beautiful hi-res graphics set in a stunning strategic layout, plus variable skill levels.

## GEMSTONE WARRIOR

A graphic, 'real-time' adventure in which a single adventurer, armed with an arsenal of weapons and magic spells, must descend into the dark realms of the Netherworld to recover the five pieces of a shattered artifact called the 'Gemstone'.

## GEMSTONE HEALER

The 'Gemstone' segments have been retrieved at great cost to the hero who first ventured forth in the *GEMSTONE WARRIOR*. Now he/she must return to the horror of the Netherworld and find the tools to repair the sacred gem - life's pretty tough for heroes!

## GERMANY 1985

First of the series *WHEN SUPERPOWERS COLLIDE*. NATO must repel an invasion of West Germany by Warsaw Pact forces. With beautiful colour graphic displays, a sophisticated movement system and realistic combat rules. Battalion scale.

## GETTYSBURG

What started as just a skirmish, became the Turning point of the American Civil War. One or two players can re-enact this great battle, with 3 levels of play, zoom-in zoom-out screen and accurate combat rules.

## HALLS OF MONTEZUMA

From the capture of Mexico City in 1848 through two World Wars, Korea and Vietnam, the U.S. Marine Corps has a combat record second to none. This is based on the *BATTLEFRONT* system, and includes *WARPAINT* (which gives complete graphic control over the icons), and the *WARPLAN* design option for endless scenario creation.

## KAMPFGRUPPE

Nominated as one of the best computer simulations ever, this is for the wargamer wanting a superior tactical game covering the Eastern front. It has all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns, that saw action in Russia from 1941-45. Platoon scale with individual troop & AFV combat resolution.

## KAMPFGRUPPE SCENARIO DISK 1

For two players or solitaire. With 5 scenarios: BRIDGEHEAD, PANZER THRUST, BERLIN 1945, EAGLE'S NEST and INFERNO.

## KNIGHTS OF THE DESERT

One or two players can now re-create Rommel's famous campaign in North Africa. Players sweep the desert with their forces in an attempt to take control of key cities, such as Benghazi and Tobruk, and establish a strong line of supply.

## MECHBRIGADE

A tactical simulation of an invasion of West Germany by the Warsaw Pact. Includes all the major vehicles, weapons, equipment & helicopters of Russia, West Germany, America, and Britain. Combined-arms action using the detailed *KAMPFGRUPPE* combat resolution system. Four scenarios.

## 'NAM

Six scenarios, from city fighting in Hue to 'search & destroy' ops in the boonies. The US & ARVN player can co-ordinate artillery or air strikes to support his armour and infantry (plus Air Cav & special forces). The VC/NVA will employ ambushes, underground strongholds & booby-traps to combat them.

## NORWAY 1985

Last in the *WHEN SUPERPOWERS COLLIDE* series. The Soviet invasion is frozen solid, and counter-attacks by NATO guerrilla ski troops may yet save Norway - and enable the Allies to sweep the communists out of Europe!

## PANZER GRENADIER

A tactical saga of an elite unit of Panzer Grenadiers fighting on dreaded Eastern front. Will they be crushed by the overwhelming Russian forces, or send the Bolsheviks' scurrying back to Moscow. A simple solitaire game that's a lot of fun.

## PANZERSTRIKE

Engage in highly detailed tank-to-tank and squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, pak gun, or infantry squad. 50 yards per on-screen map-hex. Three theaters are covered: the entire East Front, 1940 West Front, & Africa. Included are 2 double-sided disks, and a very comprehensive weapons listing.

## PHANTASIE

In this classic fantasy epic, you create a party of six adventurers, then lead them against the evil Dark Lord's minions in an effort to retrieve eight magical rings. Features six character classes, fifteen races, magic, and a detailed combat system.

## PHANTASIE II

To remove an evil warlock's curse, the characters must travel through danger-filled lands & dungeons in a quest to find an ancient orb, and discover a way to destroy it. Now with missile-fire as well as enabling characters to be transferred from *PHANTASIE*, thus continuing the saga of heroic fantasy.

## PHANTASIE III

(The Wrath of Nickademus)

Evil Nickademus is no longer satisfied with control of a petty island, now he wants to conquer the world! He must be stopped, and the quest to end the greedy bastard's reign of terror is yours. Includes new features such as bows, very powerful (and very nasty!) spells, damage segmented into body locations and a better experience system.

## PRESIDENT ELECT

Campaign for the presidency of America during a nine week race. Using a rating system for candidates (for charisma, socio-economic views, foreign policy positions, etc) you must run a successful publicity trail (advertising, debating and kissing babies) to win the coveted seat of power in U.S. politics.

## PROFESSIONAL TOUR GOLF

Excellent and realistic game of world-class golf in which you tee off against the Masters on internationally famous courses. The game mechanics include weather, handicaps, club selection, and terrain golfers both love and hate to hate.

## PRO. TOUR GOLF MODULE #1

Features two of the most famous, and humiliating, U.S. Open courses of all time - Merion and Oakmont.

## QUESTRON

With the aid of the Great Book of Evil Magic, Mantor's legions have decimated the King's army. A single warrior has been selected as the last defender of the realm, and this heroic knight must travel deep into Mantor's barbaric lands and brave the dreaded dungeons to steal the Great Book.

## QUESTRON II -

The hero from *QUESTRON* is sent back in time, to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magic. This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, the wilderness, countless characters & fierce monsters.

## RDF 1985

Soviet forces have seized control of the oil-rich area along the Persian Gulf in Saudi Arabia. The U.S. responds by sending its Rapid Deployment Force. The scenario is set for game two in the *WHEN SUPERPOWERS COLLIDE* series.

## REACH FOR THE STARS 3RD ED.

The best computer game ever made! For 1-4 players who must build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey of fleets in a bitter contest of destruction and conquest. A much improved game with new social rules, land based armies and much more!

## REALMS OF DARKNESS

Guide a band of up to eight adventurers as you explore an unknown land filled with terrible dangers and magical delights. Seven different quests. The visual presentation is superb, with hi-res graphics and imaginative designs.

## REBEL CHARGE AT CHICKAMAUGA

Three level game of the South's last major offensive thrust. A two day battle in turns that represent 2 hours. With tactical and strategic maps. Uncertainty of reinforcements, historical accuracy and hidden movement make this a very tense game

## REFORGER '88

NATO's annual defense exercise assuming a Soviet strike into West Germany through the Fulda Gap. Set on a tactical scale of infantry squads and individual AFVs & aircraft. With chemical and nuclear options for really megalomaniac players!

## RINGS OF ZILFIN

A fiendish necromancer holds the town of Batinig in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility. A party of intrepid adventurers must set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord. Beautiful graphics!

## ROADWAR 2000

Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now futuristic battlefields. You are a road-gang leader who must search the ruins and locate eight federal government scientists so that they may develop a vaccine against the modern plague.

## ROADWAR EUROPA

Post-doomsday Europe is held hostage by terrorists who plan to detonate five nuclear missiles across the continent. A *Rambo* clone assembles his *Mad Max* entourage of thugs & armed vehicles and goes touring in search of the warheads. The player's job is to find & disarm the weapons and then find & disarm (& disleg, & dis-head...) the evil terrorists!

## ROMMEL: BATTLES FOR NORTH AFRICA -

The Italian army had been routed out of Egypt; a small German force was sent to try and stem the Allied advance. For the next 2 years, outnumbered & poorly supplied, the Desert Fox out-witted & out-generalled all of his opponents. With nine scenarios - from Syria to a hypothetical invasion of Malta, and all the necessary accessories to design further engagements.



#### RUSSIA - GREAT WAR IN THE EAST

Detailed game of the entire war in the East. Contains several scenarios and a campaign game. Players can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

#### SHARD OF SPRING

Embark on a journey of peril with five adventurers to regain the Shard of Spring, a magical artifact which has the power of eternal springtime. A deadly quest through townships (and their fearsome taverns!), the hostile wilderness and dank dungeons populated with psychopathic beasts.

#### SHILOH

The bloody battle of the Tennessee River at Pittsburgh Landing in the American Civil War, two murderous days that would be General Grant's first real trial by fire. Three levels of play. Strategic and tactical displays with full historical integrity.

#### SONS OF LIBERTY

Three epic battles of the American Revolution; 'Bunker Hill' - the first major battle, 'Saratoga' - Washington's test of skill, and 'Monmouth' - the turning point of the revolution. Three levels of play, with strategic and tactical maps.

#### STAR COMMAND

A special force of 8 star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars! As the game proceeds, the troops may improve skills, rise in rank and collect bigger weapons. Features man-to-man or tactical starship combat and stunning graphics. The 2ND scenario involves an alien war.

#### STELLAR CRUSADE

Two space-nations collide in a bitter struggle for control of a resource-rich star cluster. The ingredients for success are - *Exploration*: searching for the best planets to colonise. *Build*: expanding economic strength through raw materials & production, training troops, research, and developing industry. *Conquer*: Designing starships, building fleets and preparing individually rated commanders. 7 scenarios, plus a campaign.

#### THE ETERNAL DAGGER

A band of eight brave (but not really smart) adventurers must search the land for the enchanted Eternal Dagger. They must use it to close the Demon Portal before the gruesome and vile undead pour out of its evil depths like a loathsome pool of ruined, twisted flesh, to overwhelm Middleworld.

#### USAAF

Simulates the daylight bombing raids against the industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Air Force. German military production, and the the course of the entire war, hangs in the balance.

#### WAR IN RUSSIA

An advanced campaign game of the East Front, from the violent blitzkrieg assaults into Russian soil by the battle-hardened Wehrmacht, to the bitter winter battles around the fringes of Moscow. Every single division in the entire campaign is included in this grand strategy simulation. Players must plan their own production schedule as well. Weekly turns

#### WARGAME CONSTRUCTION SET

Play games that you design! Create your own battlefields, build the forces and plan a scenario where your grand armies will beat the crap out of each other. Any type of terrain can be constructed; and any period, from ancients to sci-fi, is possible

#### WARSHIP

Companion to *BATTLECRUISER*. Has 79 ship classes from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45. Ship to ship action with extremely detailed and authentic mechanics.

#### WIZARD'S CROWN

The Wizard's Crown has been usurped by the Wizard of Thun-der. The crown lies imprisoned behind the shattered walls of a ruined city and now eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus. With magic spells, 5 character classes, personal attributes, etc.



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SSI	B-24	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	BALTIC 1985	\$70.00	\$70.00					
SSI	BATTALION COMMANDER	\$70.00	\$70.00	\$70.00				
SSG	BATTLES IN NORMANDY	\$50.00	\$50.00					
SSI	BATTLEGROUP	\$70.00	\$70.00					
SSI	BATTLE OF ANTIETAM	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	BATTLECRUISER	\$70.00	\$70.00	\$70.00				
SSG	BATTLEFRONT	\$50.00	\$50.00					
SSI	BROADSIDES		\$70.00	\$70.00				
SSI	CARRIER FORCE	\$70.00	\$70.00	\$70.00				
SSG	CARRIERS AT WAR	\$50.00	\$50.00					
SSI	COMPUTER AMBUSH	\$70.00	\$70.00	\$70.00				\$70.00
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 1	\$50.00	\$50.00					
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 2	\$50.00	\$50.00					
SSG	EUROPE ABLAZE	\$50.00	\$50.00					
SSI	FIELD OF FIRE	\$70.00	\$70.00	\$70.00				\$70.00
PAN	FIRE BEIGADE							\$50.00
SSI	GEMSTONE WARRIOR	\$70.00	\$70.00	\$70.00				\$70.00
SSI	GEMSTONE HEALER	\$70.00	\$70.00					
SSI	GERMANY 1985	\$70.00	\$70.00					
SSI	GETTYSBURG	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	
SSG	HALLS OF MONTEZUMA	\$50.00	\$50.00					
SSI	KAMPFGGRUPPE	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00		
SSI	KAMPFGGRUPPE SCENARIOS	\$30.00	\$30.00	\$30.00	\$30.00			
SSI	KNIGHTS OF THE DESERT	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	MECHBRIGADE	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	NAM	\$70.00	\$70.00	\$70.00				
SSI	NORWAY 1985	\$70.00	\$70.00					
SSI	PANZER GRENADIER	\$70.00	\$70.00	\$70.00				
SSI	PANZERSTRIKE	\$70.00	\$70.00					
SSI	PHANTASIE	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	
SSI	PHANTASIE II	\$70.00	\$70.00	\$70.00				
SSI	PHANTASIE III	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSI	PRESIDENT ELECT	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	PROFESSIONAL TOUR GOLF	\$70.00	\$70.00					
SSI	PRO. TOUR GOLF MODULE	\$25.00	\$25.00					
SSI	QUESTRON	\$70.00	\$70.00	\$70.00				
SSI	QUESTRON II	\$70.00	\$70.00		\$70.00*	\$70.00	\$70.00	
SSI	RDF 1985	\$70.00	\$70.00					
SSG	REACH FOR THE STARS 3RD EDITION	\$50.00	\$50.00		\$50.00			\$50.00
SSI	REALMS OF DARKNESS	\$70.00	\$70.00					
SSI	REBEL CHARGE AT CHICKAMAUGA	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	REFORGER 88		\$70.00					
SSI	RINGS OF ZILFIN	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	ROADWAR 2000	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSI	ROADWAR EUROPA	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSG	ROMMEL: BATTLES FOR NORTH AFRICA	\$50.00	\$50.00					
SSG	RUSSIA: GREAT WAR IN EAST	\$50.00	\$50.00					
SSI	SHARD OF SPRING	\$70.00	\$70.00		\$70.00			
SSI	SHILOH	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	
SSI	SONS OF LIBERTY	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	STAR COMMAND	\$70.00			\$70.00*			
SSI	STELLAR CRUSADE				\$70.00*		\$70.00	
SSI	THE ETERNAL DAGGER	\$70.00	\$70.00	\$70.00				
SSI	USAAF	\$70.00	\$70.00	\$70.00				
SSI	WAR IN RUSSIA		\$70.00	\$70.00				
SSI	WAR IN THE SOUTH PACIFIC	\$70.00	\$70.00					
SSI	WARGAME CONSTRUCTION SET	\$70.00		\$70.00	\$70.00		\$70.00	
SSI	WARSHIP	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	
SSI	WIZARD'S CROWN	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	

\*Denotes both 3 1/2" & 5 1/4" Disks

NOTE: All SSI/IBM simulations need colour card.



# ROLEPLAYING

**NEW ITEMS:** All new products will be marked by a dot  
(-) symbol besides the product's name. For example:  
TS2 The Doomsday Drop • \$13.00

## BOOT HILL

**HISTORIC** The American Wild West as portrayed in countless films and books. A good beginner's RPG from TSR.

<b>BOOT HILL</b>	<b>\$30.00</b>
Referee's Screen & Mini Module	\$10.00
BH1 Mad Mesa	\$10.00
BH2 Lost Conquistador Mines	\$10.00
BH3 Ballots & Bullets	\$10.00
BH5 Burned Bush Wells	\$11.00
BH6 Range War!	\$11.00

## CALL OF CTHULHU

**HORROR** H.P. Lovecraft's monstrous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game of a dark and inhuman netherworld. Chaosium

<b>CALL OF CTHULHU</b>	<b>\$30.00</b>
Alone Against the Dark	\$18.00
Alone Against the Wendigo	\$16.50
Arkham Horror (Boardgame)	\$50.00
The Asylum and Other Tales	\$22.00
Cthulhu by Gaslight	\$40.00
The Cthulhu Companion	\$15.00
Cthulhu Now	\$35.00
Cthulhu Monsters Field Guide •	<b>\$30.00</b>
Dreamlands	\$50.00
Fragments of Fear: 2ND Companion	\$16.50
The Fungi from Yoggoth	\$20.00
The Great Old Ones •	TBA
Green and Pleasant Land	\$20.00
Investigator's Kit •	TBA
Keeper's Screen	\$9.00
Lands of Mystery	\$17.00
Masks of Nyarlathotep	\$35.00
Miskatonic U. Graduate Kit	\$22.50
Nightmare in Norway	\$10.00
Shadows of Yog-Sothoth	\$20.00
The Statue of the Sorcerer & The Vanishing Conjuror	\$20.00
Spawn of Azathoth	\$45.00
Terror Australis	\$35.00
Terror from the Stars	\$15.00
Trail of the Loathsome Slime	\$10.00

## CHAMPIONS

**SUPERHERO** Daring Do-gooders and Butch Baddies beat the crap out of each other in the endless struggle for world domination (or at least some media exposure). Iron Crown

<b>CHAMPIONS</b>	<b>\$20.00</b>
CHAMPIONS II	\$16.00
CHAMPIONS III	\$16.00
Referee's Screen & Mini Module	\$10.00
Bad Medicine for Dr. Drugs	\$11.00
Deathstroke	\$10.00
Enemies	\$10.00
Enemies II	\$10.00
Enemies III	\$10.00
Enemies: The International File •	\$10.00
Gadgets!	\$12.00
Hero Bestiary	\$12.00
Magic Items	\$14.00
Red Doom •	TBA
Primus & D.E.M.O.N.	\$10.00
Robot Gladiators •	TBA
Scourge from the Deep •	TBA
Strike Force!	TBA
Stronghold	\$10.00
Super Agents	\$20.00
Target Hero •	\$10.00
The Blood and Dr. McQuark	\$10.00
The Circle and M.E.T.E.	\$10.00
The Coriolis Effect	\$14.00
The Great Super-Villain Contest	\$10.00
V.O.I.C.E. of Doom	\$10.00
Wrath of the Seven Horseman	\$10.00

## CONAN

**FANTASY** Join Conan as he travels fantastic lands and fights terrible creatures in his never ending search for power, wealth and extravagantly proportioned women. TSR

<b>CONAN</b>	<b>\$30.00</b>
CN1 Conan the Buccaneer	\$11.00
CN2 Conan the Mercenary	\$13.00
CN3 Conan Triumphant	\$13.00

## CYBORG COMMANDO

**SCI-FI** In the year 2035, Earth is attacked by the Xenoborgs... our only defense is a cadre of super-soldiers who are part man, part machine. Gary Gyax's new RPG.

<b>CYBORG COMMANDO</b>	<b>\$30.00</b>
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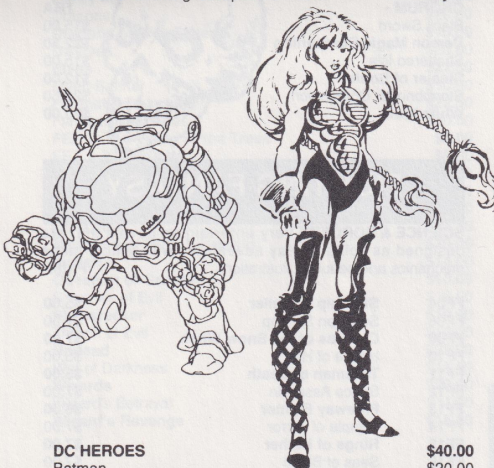
## DANGER INTERNATIONAL

**MODERN** Spies, mercs and super-agents compete on clandestine operations in the glamorous (and nefarious), high-tech world of global espionage. Iron Crown

<b>DANGER INTERNATIONAL</b>	<b>\$25.00</b>
Border Crossing	\$10.00
S.H.A.D.O.W. over Scotland	\$12.00
Super Agents	\$20.00

## DC HEROES

**SUPERHERO** Features the super-endowed characters from the universe of the DC Comics having the usual confrontations and 'amazing' escapes from death. Mayfair

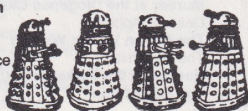


<b>DC HEROES</b>	<b>\$40.00</b>
Batman	\$20.00
Blood Feud	\$13.00
Countdown to Armageddon	\$17.00
Don't Ask	\$14.00
Doomsday Program	\$15.00
Dream Machine	\$11.00
Element of Danger	\$14.00
Escort to Hell	\$15.00
Eternity Inc.	\$17.00
Fire and Ice	\$15.00
Four Horsemen of Apokolips	\$11.00
Hardware Handbook	\$15.00
H.I.V.E.	\$14.00
King for all Time	\$12.00
King of Crime	\$17.00
Knight to Planet 3	\$14.00
Legion of Superheroes Vol. 1	\$22.50
Legion of Superheroes Vol. 2	\$20.00
Lights, Camera, Kobra!	\$11.00
Mad Rook's Gambit	\$11.00
Night in Gotham	\$11.00
Pawns of Time	\$14.00
Project Prometheus	\$13.00
Rigged Results	\$11.00
Siege	\$13.00
The Superman Sourcebook	\$20.00
Watchmen: Who Watches the Watchmen?	\$14.00
Watchmen: Taking Out the Trash	\$14.00
Wheel of Destruction	\$13.00

## DOCTOR WHO

**SCI-FI** From the TV series of eccentric adventurers and their exotic travels through time and space (with a strong penchant of going to places & getting into deep trouble!) FASA

<b>DOCTOR WHO</b>	<b>\$27.00</b>
City of Gold	\$17.00
Countdown	\$17.00
Cybermen	\$17.00
Legions of Death	\$19.00
Lords of Destiny	\$13.50
The Daleks	\$17.00
The Iyean Menace	\$13.50
The Master	\$17.00
Warrior's Code	\$15.00



## DUNGEONS & DRAGONS

**FANTASY** The beginner's version of AD&D: create the chronicles of a party of adventurers in a world of magic, monsters and fabulous treasures. TSR

<b>D&amp;D BASIC RULES Set 1</b>	<b>\$20.00</b>
For levels 0-3 only.	
AC2 Basic & Expert Combat Screen	\$11.00
B1-9 In Search of Adventure	\$30.00
B7 Rahasia	\$13.00
B10 Night's Dark Terror	\$20.00
<b>D&amp;D EXPERT RULES Set 2</b>	<b>\$30.00</b>
For adventurers of levels 4-14 inclusive.	
BX1 The Islandia Campaign •	TBA
X8 Drums on Fire Mountain	\$13.00
X10 Red Arrow, Black Shield	\$20.00
X11 Saga of the Shadow Lord	\$22.50
X12 Skarda's Mirror	\$16.50
X13 Crown of Ancient Glory	\$16.50
XS2 Thunderdelf Mountain	\$13.00
O2 Blade of Vengeance	\$12.50
DA1 Adventures in Blackmore	\$20.00
DA2 Temple of the Frog	\$16.50
DA3 City of the Gods	\$17.00
DA4 The Dutchy of Ten	\$16.50



<b>D&amp;D COMPANION RULES Set 3</b>	<b>\$30.00</b>
For adventurers of levels 15-25 inclusive.	
CM1 Test of the Warlords	\$13.00
CM2 Death's Ride	\$13.00
CM3 Sabre River	\$13.00
CM4 Earthshaker!	\$13.00
CM5 Mystery of the Snow Pearls	\$14.00
CM6 Where Chaos Reigns	\$13.00
CM7 The Tree of Life	\$16.50
CM8 The Endless Stair	\$16.50
CM9 Legacy of Blood	\$13.00

<b>D&amp;D MASTER RULES Set 4</b>	<b>\$30.00</b>
For adventurers of levels 26-36 inclusive.	
AC7 Master's Players Screen	\$13.00
M1 Into the Maelstrom	\$13.00
M2 Vengeance of the Alphaks	\$16.00
M3 Twilight Calling	\$16.00
M4 Five Coins for a Kingdom	\$16.50
M5 Talons of Night	\$13.00

<b>D&amp;D IMMORTALS Set 5</b>	<b>\$30.00</b>
The bigger they are the harder they fall...	
IM1 The Immortal Storm	\$16.50
IM2 The Wrath of Olympus	\$16.50
IM3 The Best of Intentions	\$13.00



## D&D CAMPAIGN GAZETTEERS

A very detailed campaign world series.

<b>GAZ1</b>	<b>The Dutchy of Karamelkos</b>	<b>\$20.00</b>
<b>GAZ2</b>	The Emirate of Ylaruam	\$16.50
<b>GAZ3</b>	The Principality of Glatri	\$20.00
<b>GAZ4</b>	The Kingdom of Ilerendi	\$16.50
<b>GAZ 5</b>	The Elves of Alfheim •	\$20.00
<b>GAZ 6</b>	The Dwarves of Rockhome •	\$20.00
<b>GAZ</b>	The Northern Reaches •	TBA
<b>GAZ</b>	The Five Shires •	TBA
<b>GAZ</b>	The Minrothad Guilds •	TBA
<b>GAZ</b>	The Orcs of Thar •	TBA

## D&D GAME ACCESSORIES

Game playing aids for all five D&D box sets.

<b>AC1</b>	<b>The Shady Dragon Inn</b>	<b>\$13.50</b>
<b>AC4</b>	The Book of Marvelous Magic	\$20.00
<b>AC6</b>	Player Character Sheets	\$17.50
<b>AC9</b>	Creature Catalogue	\$25.00
<b>AC10</b>	Giants & Dragon Bestiary	\$18.00
<b>AC11</b>	Wonderous Inventions	\$18.50



## ADVANCED DUNGEONS & DRAGONS

**FANTASY** Creates the exploits of a group of characters from their humble mediaeval origins to the pinnacle of social and political power in a fantastic world. **TSR**

### HARDBACK RULEBOOKS

Monster Manual	\$30.00
Players Handbook	\$22.00
Dungeon Master's Guide	\$35.00
Legends and Lore	\$30.00
Monster Manual II	\$30.00
Unearthed Arcana	\$30.00
Oriental Adventures	\$30.00
Dungeoneer's Survival Guide	\$30.00
Wilderness Survival Guide	\$30.00
Manual of the Planes	\$30.00
World of Greyhawk •	TBA

### DRAGONLANCE CAMPAIGN

An epic campaign of war and adventure in the land of Krynn.

<b>DL01</b>	<b>Dragons of Despair</b>	<b>\$13.00</b>
<b>DL02</b>	<b>Dragons of Flame</b>	<b>\$13.00</b>
<b>DL03</b>	<b>Dragons of Hope</b>	<b>\$13.00</b>
<b>DL04</b>	<b>Dragons of Desolation</b>	<b>\$13.00</b>
<b>DL05</b>	<b>Dragons of Mystery</b>	<b>\$13.00</b>
<b>DL06</b>	<b>Dragons of Ice</b>	<b>\$13.00</b>
<b>DL07</b>	<b>Dragons of Light</b>	<b>\$13.00</b>
<b>DL08</b>	<b>Dragons of War</b>	<b>\$13.00</b>
<b>DL09</b>	<b>Dragons of Deceit</b>	<b>\$16.00</b>
<b>DL10</b>	<b>Dragons of Dreams</b>	<b>\$13.00</b>
<b>DL11</b>	<b>Dragons of Glory</b>	<b>\$25.00</b>
<b>DL12</b>	<b>Dragons of Faith</b>	<b>\$25.00</b>
<b>DL13</b>	<b>Dragons of Truth</b>	<b>\$18.00</b>
<b>DL14</b>	<b>Dragons of Triumph</b>	<b>\$22.50</b>
<b>DL15</b>	<b>The Mists of Krynn •</b>	<b>TBA</b>
<b>DL16</b>	<b>The World of Krynn •</b>	<b>TBA</b>
<b>Leaves from the Inn of Last Home</b>		<b>\$25.00</b>
<b>Atlas of the Dragonlance World</b>		<b>\$30.00</b>
<b>Art of the Dragonlance</b>		<b>\$35.00</b>
<b>Dragonlance Adventures</b>		<b>\$20.00</b>
<b>The Dragonlance Boardgame •</b>		<b>TBA</b>
<b>Dragonlance Graphic Novel Vol. 1</b>		<b>\$20.00</b>

### AD&D LOW LEVEL MODULES

N3	Adventures for characters of levels 0-4.	
N4	Destiny of Kings	\$16.50
N5	Treasure Hunt	\$16.50
N5	Under Illefarn	\$13.00

See 'SPECIALS LISTING' for further titles!

### AD&D MID LEVEL MODULES

A1-4	Adventures for characters of levels 4-8.	
C4	Scourge of the Slavelords	\$30.00
C5	To Find a King	\$14.00
C6	The Bane of Liwelyn	\$13.00
CA1	RPGA Tournament Handbook	\$20.00
CA1	Swords of the Undercity	\$13.00
DQ1	The Shattered Statue	\$12.00
I1	Dwellers of the Forbidden City	\$10.00
I3-5	The Desert of Desolation	\$30.00
I6	Ravenloft	\$13.00
I7	Baltron's Beacon	\$13.00
I8	Ravager of Time	\$16.50
I9	Day of 'Al Akbar	\$16.50
I11	Needle	\$16.50
I12	The Egg of the Phoenix	\$25.00
OA2	Night of the Seven Swords	\$16.50
OA3	Ochimo: Spirit Warrior	\$16.50
OA4	Blood of the Yakuza	\$16.50
OA5	Mad Monkey vs. the Dragon Claws •	TBA
S1-4	Realms of Horror	\$20.00
T1-4	Temple of Elemental Evil	\$30.00

See 'SPECIALS LISTING' for further titles!

### AD&D HIGH LEVEL MODULES

CA2	Adventures for characters of levels 9+.	
CB1	Swords of Deceit	\$16.50
CB2	Conan Unchained!	\$13.00
GDQ1-7	Conan Against Darkness!	\$13.00
H1	The Queen of Spiders	\$30.00
H2	Bloodstone Pass	\$35.00
H3	The Mines of Bloodstone	\$16.50
H4	Bloodstone Wars	\$16.50
H4	The Throne of Bloodstone •	\$20.00
I10	Ravenloft 2: Gryphon Hill	\$16.50
WG6	Isle of the Ape	\$16.00

### AD&D GAME ACCESSORIES

Modules with a plethora of multi-level mini adventures or supplements with general AD&D game aids.		
<b>The Art of DRAGON Magazine</b>		<b>\$30.00</b>
The Art of D&D Book 2 •		TBA
<b>Dungeon Master's Design Kit •</b>		<b>TBA</b>
Mertwig's Maze •		TBA
REF1	<b>DM's Screen</b>	<b>\$15.00</b>
REF2	PC Record Sheets	\$15.00
REF3	<b>The Book of Lairs</b>	<b>\$25.00</b>
REF4	The Book of Lairs II	\$25.00
I13	<b>Adventure Pack 1</b>	<b>\$25.00</b>
I14	Swords of the Iron Legion •	\$16.50
OP1	<b>Tales of the Outer Planes •</b>	<b>\$20.00</b>
WG7	Castle Greyhawk	\$20.00
<b>World of Greyhawk (Campaign)</b>		<b>\$30.00</b>
Battlesystem Miniatures Rules		\$50.00
<b>Lankmar: City of Adventure</b>		<b>\$25.00</b>

## FORGOTTEN REALMS CAMPAIGN

A very detailed campaign world setting.

The Forgotten Realms		\$30.00
Forgotten Realms: City System •		TBA
Kara-Tur: The Eastern Realms •		TBA
FR1	Waterdeep and the North •	\$16.00
FR2	Moonshae	\$16.50
FR3	Empires of the Sands •	\$17.00
FR4	The Magister •	\$20.00
FR5	The Savage Frontier •	TBA
FR6	Dreams of the Red Wizards •	TBA
***	Ruins of Adventure •	TBA
***	Curse of the Azure Bonds •	TBA
***	Lords of Darkness •	TBA
Forgotten Realms 1989 Calendar •		TBA

## ELFQUEST

**FANTASY** From the *ELFQUEST* comic series. A romantic world where the bloody racial war between Elf and Troll clans is the dominant theme. **Chaosium**

ELFQUEST	\$50.00
Elfquest Companion	\$15.00
Sea Elves	\$12.00
Elf Wars	\$15.00

## ETERNAL CHAMPION

**SCIENCE & SORCERY** The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. An series from the books of M. Moorcock. **Chaosium**

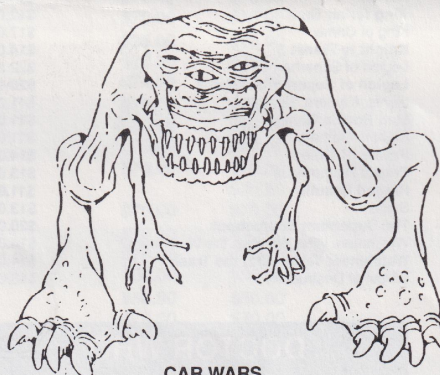
STORMBRINGER	\$50.00
HAWKMOON	\$55.00
CHORUM •	TBA
Black Sword	\$15.00
Demon Magic Companion	\$22.50
Shattered Isle	\$15.00
Stealer of Souls	\$12.00
Stormbringer Companion	\$22.50
White Wolf	\$20.00



## FIGHTING FANTASY

**SCIENCE & SORCERY** Very entertaining novels that are designed as solitaire-play adventures with simple game mechanics and beautiful illustrations. **Puffin**

FF04	Starship Traveller	\$5.00
FF08	Scorpion Swamp	\$7.00
FF09	Caverns of the Snow Witch	\$7.00
FF10	House of Hell	\$5.00
FF11	Talisman of Death	\$5.00
FF12	Space Assassin	\$7.00
FF13	Freeway Fighter	\$6.00
FF14	Temple of Terror	\$7.00
FF15	Rings of Kether	\$7.00
FF16	Seas of Blood	\$7.00
FF17	Appointment with F.E.A.R.	\$7.00
FF18	Rebel Planet	\$5.00
FF19	Demons of the Deep	\$5.00
FF20	Swords of the Samurai	\$6.00
FF21	Trial of Champions	\$7.00
FF22	Robot Commando	\$7.00
FF23	Masks of Mayhem	\$7.00
FF24	Creature of Havoc	\$6.00
FF25	Beneath Nightmare Castle	\$7.00
FF26	Crypt of the Sorcerer	\$7.00
FF27	Star Strider	\$7.00
FF28	Phantoms of Fear •	\$7.00



### CAR WARS

CW1	Battle Road	\$6.00
CW2	Fuel's Gold	\$6.00
CW3	Dueltrack	\$6.00
CW4	Badlands Run	\$6.00
CW5	Green Circle Blues	\$6.00
CW6	Mean Streets	\$6.50

### SHERLOCK HOLMES

SH1	The Black River Emerald	\$5.00
SH2	Murder at the Diogenes Club	\$5.00
SH3	Death at Appleton	\$4.50
SH4	The Crown VS. Dr. Watson	\$5.00
SH5	The Dynamiters	\$5.00
SH6	Honour of the Yorkshire Light Artillery •	\$5.00
SH7	The Royal Flush •	\$5.00

## GAMMA WORLD

**SCI-FI** Set in America centuries after a global holocaust, in a savage world where elements of high-technology and strange mutations coexist. **TSR**

GAMMA WORLD Revised Ed.		\$35.00
GAMMARAUDEURS		\$40.00
Revenge of the Factoids •		TBA
GW1	Legion of Gold	\$10.00
GW2	Famine in Far-go	\$8.00
GW4	Mind Masters	\$11.00
GW6	Alpha Factor	\$17.00
GW7	Beta Principle	\$17.00
GW8	Gamma Base	\$17.00
GW9	Delta Fragment	\$18.50
GW10	Epsilon Cyborgs	\$13.00

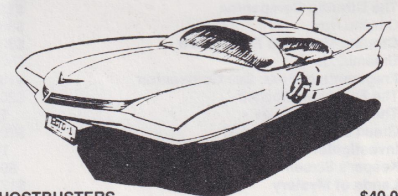
## GANGBUSTERS

**HISTORIC** Pls, gangsters and the FBI clash in Prohibition America. Its a no-holds barred fight for wealth and power in the dangerous underworld of criminal politics. **TSR**

<b>GANGBUSTERS</b>		<b>\$30.00</b>
GB1	Trouble Brewing	\$7.00
GB2	<b>Murder in Harmony</b>	<b>\$7.00</b>
GB3	Death on the Rocks	\$7.00
GB4	<b>Vanishing Investigator</b>	<b>\$8.00</b>
GB5	Death in Spades	\$8.00

## GHOSTBUSTERS

**HORROR (?)** A tongue-in-cheek RPG on supernatural slapstick, monstrous mayhem and spooky spoofs! Based on the movie. Who ya gonna call? **WEST END**



GHOSTBUSTERS	\$40.00
Ghost Toasties	\$18.00
Hot Rods of the Gods	\$17.00
Scared Stiffs	\$12.00

## G.U.R.P.S.

**GENERIC** An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to buy several games. **SJG**



GURPS BASIC SET	\$40.00
GURPS Bestiary	\$22.50
GURPS Hi-Tech •	TBA
GURPS Reference Screen •	\$12.00
Autoduel RPG	\$20.00
Battle Maps	\$14.00
Blank Maps	\$10.00
Car Warriors (Autoduel)	\$13.00
Conan - Beyond Thunder River (Fantasy) •	\$15.00
Fantasy RPG	\$20.00
Harkwood (Fantasy) •	\$15.00
Horror RPG	\$20.00
Horseclans RPG	\$20.00
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Japan RPG (Fuedal & Fantasy) •	TBA
Man-to-man Fantasy Combat	\$20.00
Orcslayer (for Man-to-man)	\$12.00
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Supers RPG •	TBA
Swashbuckler (Fantasy) •	TBA
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Time Travel RPG •	TBA
Zombietown U.S.A. (Horror) •	\$15.00



## HARN

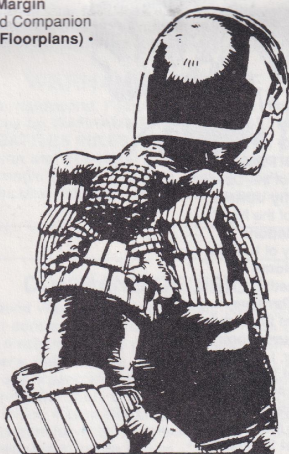
**FANTASY** An extensive, excellent series on the geography, history and pantheon (etc.) of the land of Harn. A huge, detailed world ideal for any fantasy campaign.

<b>HARNMASTER</b>	<b>\$30.00</b>
Araka-Kalai (for <i>HARNMASTER</i> )	\$22.50
<b>Azadmere: Kingdom of the Dwarves</b>	<b>\$20.00</b>
Castles of Harn •	\$30.00
Cities of Harn	\$22.50
Son of Cities	\$22.50
<b>Encyclopedia Harnica #14, #15 &amp; #16</b> (each)	<b>\$10.00</b>
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<b>Gods of Harn</b>	<b>\$22.50</b>
Harn	\$25.00
<b>Ivinia: Regional Module</b>	<b>\$25.00</b>
Kaldor: Kingdom Module	\$25.00
<b>Kanday: Kingdom Module</b>	<b>\$20.00</b>
Lythia: Continent Module	\$22.50
<b>Menglana: Kingdom Module</b>	<b>\$25.00</b>
Orbaal: Kingdom Module	\$22.50
<b>Pilot's Almanac •</b>	<b>\$30.00</b>
Rethem: Kingdom Module	\$20.00
<b>Tharda: Kingdom Module</b>	<b>\$25.00</b>

## JUDGE DREDD

**SCI-FI** Post-2000AD: the cops of the sprawling Megacities are all judge, jury and executioner. These ruthless super-cops thwart the bizarre crims in a violent future. **GAM**

<b>JUDGE DREDD</b>	<b>\$55.00</b>
Judgement Day	\$16.50
<b>Slaughter Margin</b>	<b>\$45.00</b>
Judge Dredd Companion	\$45.00
<b>Citi-block (Floorplans) •</b>	<b>\$30.00</b>



## LIVING STEEL

**SCI-FI** Intergalactic war between the Starguild, the free Seven Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count. **Leading Edge**

<b>LIVING STEEL</b>	<b>\$50.00</b>
Operation Seven Swords	\$15.00
KVSR Rocks!	\$16.50

## MARVEL SUPERHEROES

**SUPERHERO** The vile villains and heroic heroes of the MARVEL comics bully, batter and butcher each other mainly because Earth is such a boring planet. **TSR**

<b>MARVEL SUPERHEROES</b>	<b>\$35.00</b>
<b>MARVEL SUPERHEROES ADVANCED</b>	<b>\$40.00</b>
<b>MA2 Avengers Coast-to-coast</b>	<b>\$25.00</b>
<b>MA3 The Ultimate Powers Book</b>	<b>\$27.00</b>
<b>MA4 The Fantastic Four</b>	<b>\$20.00</b>
<b>ME1 Cosmos Cubed •</b>	<b>\$13.00</b>
<b>ME2 Ragnarok and Roll •</b>	<b>\$13.00</b>
<b>ME3 The Left Hand of Eternity •</b>	<b>TBA</b>
<b>MH1 The Breeder Bombs</b>	<b>\$13.00</b>
<b>MH3 Murderworld!</b>	<b>\$13.00</b>
<b>MH4 Lone Wolves</b>	<b>\$11.00</b>
<b>MH5 Cat's Paw</b>	<b>\$12.00</b>
<b>MH6 Thunder Over Jotunheim</b>	<b>\$13.00</b>
<b>MH7 The Last Resort</b>	<b>\$13.00</b>
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<b>MH9 The Gates of 'What If?'</b>	<b>\$16.00</b>
<b>MHAC2 Avengers Assembled!</b>	<b>\$12.50</b>
<b>MHAC3 Fold-up Figures Set</b>	<b>\$13.50</b>
<b>MHAC4 Pit of the Viper</b>	<b>\$12.50</b>
<b>MHAC6 New York, New York</b>	<b>\$17.00</b>
<b>MHAC7 Concrete Jungle</b>	<b>\$14.00</b>
<b>MHAC8 Weapons Locker</b>	<b>\$13.00</b>
<b>MHAC9 Realms of Magic</b>	<b>\$25.00</b>
<b>MHSP1 Secret Wars (Campaign)</b>	<b>\$13.00</b>
<b>MHSP2 Secret Wars II</b>	<b>\$20.00</b>
<b>MU1-4 Gamer's Handbook of the Marvel Universe •</b>	<b>TBA</b>
<b>MX1 Nightmares of Futures Past</b>	<b>\$17.00</b>
<b>MX2 The X-Potential</b>	<b>\$16.50</b>
<b>MX3 Reap the Whirlwind</b>	<b>\$13.00</b>
<b>MX4 Flames of Doom</b>	<b>\$13.00</b>

## MECHWARRIOR

**SCI-FI** A multi-star system war fought by five political factions for water and the lost technologies of the galaxy. Based on the popular *BATTLETECH* universe. **FASA**

<b>MECHWARRIOR</b>	<b>\$25.00</b>
Fox's Teeth	\$15.00
<b>Black Widow</b>	<b>\$15.00</b>
Cranston Snord's Irregulars	\$18.50
<b>Gray Death Legion</b>	<b>\$17.00</b>
Sorenson's Sabres	\$17.00
<b>The Gallor Campaign</b>	<b>\$17.00</b>

Technical Readout	\$22.50
<b>Technical Readout #2</b>	<b>\$20.00</b>
Droships & Jumpships •	\$30.00
<b>Mercenaries' Handbook</b>	<b>\$25.00</b>
House Steiner: Lyran Commonwealth	\$30.00
<b>House Skurita: Draconis Combine</b>	<b>\$30.00</b>
House Liao: Capellan Confederation	\$30.00
<b>House Marik: The Free Worlds League •</b>	<b>\$30.00</b>
House Davion: The Federated Suns •	\$30.00
See <i>WARGAMES</i> section ( <i>BATTLETECH</i> ) for further titles	

## FANTASY MODULES

**FANTASY** A range of fantasy supplements and adventure modules that can be used in any fantasy RPG campaign (approved for use with AD&D™ © etc). **Mayfair**

<b>Beneath Two Suns</b>	<b>\$14.00</b>
Clockwork Mage	\$10.00
<b>Contract</b>	<b>\$10.00</b>
Crystal Barrier	\$14.00
<b>Dark Folk</b>	<b>\$24.00</b>
Dragons	\$20.00
<b>Dragons of Weng Tsen</b>	<b>\$10.00</b>
Dwarves	\$20.00
<b>Elves</b>	<b>\$22.50</b>
Elven Banner	\$10.00
<b>Fantastic Treasures</b>	<b>\$22.50</b>
Fantastic Treasures II	\$20.00
<b>FEZ 1: The Valley of the Trees</b>	<b>\$8.00</b>
FEZ 1: Wizard's Vale •	\$8.00
<b>Final Challenge</b>	<b>\$10.00</b>
Giants	\$20.00
<b>Ice Elves</b>	<b>\$13.00</b>
Lich Lords	\$13.50
<b>Monsters of Myth &amp; Legend</b>	<b>\$20.00</b>
Pinnacle	\$14.00
<b>Question of Gravity</b>	<b>\$10.00</b>
Shadows of Evil	\$16.50
<b>Shipwrecker</b>	<b>\$10.00</b>
Throne of Evil	\$10.00
<b>Undead</b>	<b>\$20.00</b>
War of Darkness	\$14.00
<b>Wizards</b>	<b>\$20.00</b>
Wizard's Betrayal	\$11.00
<b>Wizard's Revenge</b>	<b>\$16.50</b>

## MEGATRAVELLER

**SCI-FI** Basically this is a fully revised and polished edition of *TRAVELLER*. It will feature the usual plethora of supplements and modules but will be easier to digest! **GDW**

<b>MEGATRAVELLER</b>	<b>\$60.00</b>
Player's Manual	\$22.50
<b>Referee's Manual</b>	<b>\$20.00</b>
Rebellion Sourcebook •	\$22.50
<b>Imperial Encyclopedia</b>	<b>\$20.00</b>

## MIDDLE EARTH

**FANTASY** J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and colour with this detailed, well crafted system. **Iron Crown**

<b>MIDDLE EARTH 2ND Ed.</b>	<b>\$20.00</b>
Guide Book to Middle Earth	\$15.00
<b>LORDS OF MIDDLE EARTH</b>	<b>\$20.00</b>
Lords of Middle Earth II	\$20.00
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MERP Rule Book 2ND Ed.	\$15.00
<b>Middle Earth map: Folded</b>	<b>\$12.00</b>
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<b>Brigands of Mirkwood</b>	<b>\$12.00</b>
Cirith Ungol & Shelob's Lair	\$12.00
<b>Dagorlad and the Dead Marshes</b>	<b>\$12.00</b>
Erech and the Paths of the Dead	\$11.00
<b>Gates of Mordor</b>	<b>\$10.00</b>
Goblins-Gate & Eagle's Eyrie	\$10.00
<b>Haunted Ruins of the Dunlendings</b>	<b>\$8.50</b>
Hillmen of the Trollshaws	\$12.00
<b>Mouths of the Entwash •</b>	<b>TBA</b>
Phantom of the Northern Marshes	\$10.50
<b>Pirates of Pelagir</b>	<b>\$10.00</b>
Raiders of Cardolan •	\$10.00
<b>Rivendell: House of Elrond</b>	<b>\$12.00</b>
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Mythic Greece (Campaign) •	\$25.00
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<b>Teeth of Mordor</b>	<b>\$10.00</b>
Weatherport: Tower of the Wind	\$10.00

## PALLADIUM RPG

**FANTASY** A fine moderate complexity alternative fantasy RPG. More detail than most small systems but doesn't try to inundate the reader with too many tables & charts. **Palladium**

<b>THE PALLADIUM RPG</b>	<b>\$35.00</b>
Monsters and Animals	\$25.00
<b>Book 2: The Old Ones</b>	<b>\$30.00</b>
Arms of Nargash Tor (Module)	\$10.00
<b>Book 3: The High Seas</b>	<b>\$30.00</b>
Magic of Palladium •	TBA

## PARANOIA

**SCI-FI** A humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions and robots. A fast, furious & fun game. **WEST END**

<b>PARANOIA 2ND Ed.</b>	<b>\$40.00</b>
Paranoia Book (Hardback)	\$40.00
<b>Paranoia Book (Softback)</b>	<b>\$25.00</b>
Acute Paranoia (campaign)	\$20.00
<b>Alpha Complexities •</b>	<b>\$13.00</b>
Clones in Space	\$18.50
<b>Extreme Paranoia (Boardgame) •</b>	<b>TBA</b>
GM's Screen	\$14.00
<b>Orcbusters</b>	<b>\$16.00</b>
Send in the Clones	\$17.00
<b>The Computer always Shoots Twice •</b>	<b>TBA</b>
Vapor's Don't Shoot Back	\$14.00
<b>Yellow Clearance Black Box Blues</b>	<b>\$18.00</b>
Hill Sector Blues (Campaign)	\$20.00
<b>Paranoia Excessory Pack</b>	<b>\$25.00</b>



An awesome weapon of the Old Reckoning — a Hoover 216.

## PENDRAGON

**FANTASY** King Arthur and his knightly cohorts practice chivalry and questing in mythical England. A strong medieval campaign with magic and monsters. **Chaosium**

<b>PENDRAGON</b>	<b>\$50.00</b>
Pendragon Campaign	\$22.50
<b>Nobles Book</b>	<b>\$27.00</b>
The King Arthur Companion	\$40.00
<b>The Grey Knight</b>	<b>\$18.00</b>
Tournament of Dreams	\$16.50



## ROBOTECH

**SCI-FI** Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galactic war. Features excellent source material. **Palladium**

<b>ROBOTECH</b>	<b>\$22.50</b>
RDF Manual	\$16.50
<b>RDF Accelerated Training Program •</b>	<b>\$22.50</b>
The Zentraedi	\$16.50
<b>Southern Cross</b>	<b>\$22.50</b>
Ghost Ship •	\$15.00
<b>The Invid Invasion •</b>	<b>TBA</b>
The Sentinels •	TBA



## ROLEMASTER

**FANTASY** A very detailed RPG set in a magical world of warriors, wizards and dark beasts. **Iron Crown**

<b>ROLEMASTER</b>	<b>\$60.00</b>
Arms Law & Claw Law	\$20.00
Character & Campaign Law	\$20.00
Creatures & Treasures	\$20.00
Rolemaster Companion	\$20.00
Rolemaster Companion II	\$20.00
Rolemaster Combat Screen	\$12.00
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Cloudlords of Tanara	\$20.00
The Iron Wind	\$13.00
Shade of the Sinking Plane	\$20.00
World of Vog Mur	\$9.00
Robin Hood (Alternative RPG)	\$22.50
Mythic Greece (Campaign) •	\$25.00



## RUNEQUEST

**FANTASY** A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background source detail. **Avalon Hill**

<b>RUNEQUEST DELUXE</b>	<b>\$85.00</b>
RUNEQUEST STANDARD	\$35.00
Runequest Player's Box	\$45.00
Apple Lane	\$21.50
Glorantha Bestiary	\$19.00
Gods of Glorantha	\$40.00
Griffin Island	\$35.00
Human Character Sheets	\$25.00
Nonhuman Character Sheets	\$25.00
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Snake Pipe Hollow •	\$20.00
Vikings (Alternative RPG)	\$35.00
Runequest Book (Hardback)	\$35.00
Advanced Runequest Book	\$45.00
Runequest Monsters Book	\$40.00

## SPACEMASTER

**SCI-FI** A quality RPG of a high-technology future and adventures on alien worlds. Has an extensively detailed system based upon the **ROLEMASTER** game. **Iron Crown**

<b>SPACEMASTER</b>	<b>\$50.00</b>
Spacemaster Companion	\$20.00
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Space Master Combat Screen •	<b>TBA</b>
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League of Merchants •	<b>TBA</b>

## STAR FRONTIERS

**SCI-FI** A post Sathar-war universe where multi-racial PCs adventure through space in search of action, fame, glory, romance... and lots and lots of money. **TSR**

<b>STAR FRONTIERS</b>	<b>\$30.00</b>
KNIGHT HAWKS	\$30.00
SF1 Planet of Mystery	\$10.00
SF2 Starspawn of Voltturnus	\$10.00
SF3 Sundown on Starmist	\$11.00
SF4 Mission to Alcazar	\$11.00
SFAD5 Bugs in the System	\$13.00
SFAD6 Dark Side of the Moon	\$13.00
SFKH1 Dramune Run	\$11.00
SFKH2 Mutiny on Eleonor Moraes	\$11.00
SFKH3 Face of the Enemy	\$13.00
SFKH4 The War Machine	\$13.00
Referee's Screen	\$6.50
Character Record Sheets	\$11.00

## STAR TREK

**SCI-FI** Covers the Federation-era universe as based on countless TV series and several movies, but with further detail and history to enhance the campaign game. **FASA**

<b>STAR TREK BASIC</b>	<b>\$13.00</b>
STAR TREK DELUXE	\$40.00
STAR TREK DELUXE 2ND Edition •	<b>\$50.00</b>
Enterprise 15mm Deck Plans	\$35.00
Fed. Ship Recognition Manual	\$15.00
Klingon D-7 15mm Deck Plans	\$30.00
Klingon Ship Recognition Manual	\$17.00
Romulan Ship Recognition Manual	\$17.00
Ship Construction Manual 2ND Ed.	\$25.00
Star Fleet Intelligence Manual	\$25.00
Starship Combat Hex Grids (5)	\$15.00
Star Trek GM Screen	\$15.00
Star Trek 3 Sourcebook Update	\$15.00
Star Trek 4 Sourcebook Update	\$27.00

<b>The Federation</b>	<b>\$27.00</b>
The Klingons 2ND Ed.	\$27.00
<b>The Orions</b>	<b>\$35.00</b>
The Romulans	\$20.00

<b>A Domsday Like Any Other</b>	<b>\$18.00</b>
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<b>Demand of Honor</b>	<b>\$15.00</b>
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Imbalance of Power	\$25.00
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<b>The Triangle Campaign</b>	<b>\$17.00</b>
Trader Captain & Merchant Princes	\$12.00
<b>Where Has All the Glory Gone?</b>	<b>\$15.00</b>
Witness for the Defense	\$12.00
<b>The Next Generation (official™&amp;c) Handbook •</b>	<b>TBA</b>

## STAR WARS

**SCI-FI** This is a great RPG for beginners who enjoy their roleplay. Features basic game mechanics with greater detail on background material. **West End**

<b>STAR WARS</b>	<b>\$35.00</b>
The Star Wars Sourcebook	\$30.00
<b>Star Warriors (Boardgame)</b>	<b>\$50.00</b>
Star Wars Campaign Pack	\$24.00
Tatooine Manhunt •	<b>TBA</b>
Strike Force Shantipole •	<b>TBA</b>
Lightsaber Dueling Pack •	<b>TBA</b>
Imperial Pilot & Rebel Pilot one-on-one gamebooks •	<b>TBA</b>
<b>Assault on Hoth (Boardgame) •</b>	<b>TBA</b>

\*Armoured combat featuring Skimmers and Walkers on Hoth.

## TEENAGE MUTANT NINJA TURTLES

**SCI-FI** Another post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth & the far reaches of Space. Well illustrated. **Palladium**

<b>TEENAGE MUTANT NINJA TURTLES</b>	<b>\$20.00</b>
After the Bomb	\$15.00
<b>TMNT Adventures</b>	<b>\$15.00</b>
Road Hogs	\$15.00
<b>Turtle's Guide to the Universe</b>	<b>\$15.00</b>
Ninjas & Superspies •	\$30.00
<b>Mutants Down Under • (Australian Sourcebook)</b>	<b>\$15.00</b>



## TOP SECRET

**MODERN** Recreating the exploits of secret agents and super spies... blow people away with hi-tech gizmos and go womanizing in exotic locations. **TSR**

<b>TOP SECRET 2ND Ed.</b>	<b>\$40.00</b>
TOP SECRET	\$18.00
<b>HIGH-STAKES GAMBLE •</b>	<b>\$30.00</b>
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<b>Referee's Screen</b>	<b>\$10.00</b>
TS1 Operation Starfire (2ND Ed.)	\$13.00
TS2 Operation Rapid Strike!	\$10.00
TS2 The Domsday Drop (2ND Ed.)	\$13.00
TS3 Lady in Distress	\$10.00
TS3 Orion Rising (2ND Ed.) •	\$13.00
TS4 Operation Fastpass	\$10.00
TS5 Orient Express	\$14.50
TS6 Ace of Clubs	\$8.00
TS8 Operation Seventh Seal	\$11.00
<b>TSAC1 The G-4 File</b>	<b>\$18.50</b>
TSAC2 Agent 13 Sourcebook •	<b>TBA</b>
<b>TSAC3 Covert Operations Handbook</b>	<b>\$16.50</b>
TSAC4 F.R.E.E. Lancers •	\$20.00
<b>TSAC5 Commando •</b>	<b>TBA</b>
TSAC6 Covert Operations Handbook #2 •	<b>TBA</b>
<b>SOC1 The Final Bug (Solo) •</b>	<b>TBA</b>

## TRAVELLER 2300

**SCI-FI** Set after World War III, Mankind has risen from out of the ashes of global conflict and has just started to reach for the stars. The final frontier beckons... **GDW**

<b>TRAVELLER 2300</b>	<b>\$45.00</b>
Aurore Sourcebook	\$25.00
<b>Beantalk</b>	<b>\$17.00</b>
Colonial Atlas •	\$22.50
<b>Energy Curve</b>	<b>\$17.00</b>
Kafer Dawn	\$17.00
<b>Invasion! •</b>	<b>TBA</b>
Mission Arcturus	\$15.50
<b>Nyotekundu Sourcebook</b>	<b>\$22.50</b>
Kafer Sourcebook •	\$22.50
<b>Star Cruiser</b>	<b>\$50.00</b>
Ships of the French Arm	\$25.00
<b>2300 Vehicle Guide •</b>	<b>TBA</b>
Bayern •	<b>TBA</b>

## TWILIGHT 2000

**SCI-FI** Survival and conflict in Europe, the Mid East and America during the final days of World War III. PCs must learn to live in a hostile, ravaged environment. **GDW**



<b>TWILIGHT 2000</b>	<b>\$40.00</b>
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Free City of Krakow	\$15.00
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<b>Ruins of Warsaw</b>	<b>\$15.00</b>
Small Arms Guide	\$15.00
<b>Soviet Vehicle Guide</b>	<b>\$15.00</b>
Spanish Main	\$15.00
<b>The Last Submarine •</b>	<b>\$15.00</b>
Urban Guerilla	\$15.00
<b>US Army Vehicle Guide</b>	<b>\$15.00</b>

## WARHAMMER

**FANTASY** A gothic-horror fantasy world where darkness lingers close and the light is very feeble... **Games Workshop**

<b>WARHAMMER</b>	<b>\$55.00</b>
Warhammer Campaign (Hardback) •	\$40.00
<b>Warhammer Character Pack •</b>	<b>\$20.00</b>
Death on the Reik	\$45.00
<b>Power Behind the Throne •</b>	<b>\$40.00</b>
The Enemy Within	\$20.00
<b>Shadows Over Bogenhafen</b>	<b>\$20.00</b>
Warhammer City	\$40.00

## ACCESSORIES

<b>Three 17" x 23" Hex Sheets</b>	<b>\$3.50</b>
Three Counter Storage Trays	\$3.75
<b>28-Page Hex Sheet Pad</b>	<b>\$5.00</b>
Poly Dice: 4, 6, 8, 10, 12 & 20	75c each
<b>Gem Dice: 4, 6, 8, 10, 12 &amp; 20</b>	<b>95c each</b>
Best of Dragon Vol. #1, #2 & #3	(Each) \$8.50
<b>Best of Dragon Vol. #4 &amp; #5</b>	<b>(Each) \$11.00</b>
Carse: Urban Aid	\$20.00
<b>Caverns of the Dead: Boxed Module</b>	<b>\$12.00</b>
Cities	\$20.00
<b>Citybook 1: Butcher, Baker, etc.</b>	<b>\$30.00</b>
Citybook 2: Port o' Call	\$20.00
<b>Dungeon Floor Plans 1 (Rev.)</b>	<b>\$22.00</b>
Dungeon Rooms	\$22.00
<b>Dungeon Tiles (Boxed)</b>	<b>\$10.00</b>
Dungeon Mapping Sheets	\$6.00
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Nightmare in Blackmarsh: Boxed Module	\$15.00
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Starship's Papers (25 Page Pad)	\$4.50
<b>Starquest: Graphic Novel</b>	<b>\$20.00</b>
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<b>The Hole Delver's Catalogue</b>	<b>\$22.50</b>
Town of Baldemar	\$25.00
<b>Tulan of the Isles</b>	<b>\$20.00</b>



# MINIATURES RULES

## WRG ANCIENT RULES

This is the revised 7TH edition Wargames Research Group's 3000BC - 1485 AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a softcover 56 page book, plus card charts. Although certainly not a complex publication, this product is the definitive set of table-top ancient rules. **\$11.00**

## BATTLESYSTEM

Fantasy battle-rules, covering mass battles with powerful magic, mighty heroes and fearsome monsters. Players can use the counters provided or 25mm miniatures. One figure represents 10 or less creatures. The boxed set contains a 32 page rulebook, 2 card charts, 24 Army Roster Sheets, a 22 page scenario book, a 14 page painting guide and 800 counters (representing leaders, troops and creatures). **\$50.00**  
TSR will produce supplements & modules for this product.

## WARHAMMER FANTASY BATTLES

Third edition hard cover book. The most popular wargames rules covering fantasy warfare available. The rules are very detailed and have great character. Included are chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and much, much more! Wonderfully illustrated throughout. **WARHAMMER** contains a wealth of background material. See **WARGAMES** section for supplements & modules. **\$60.00**

## WARHAMMER SIEGE

140 pages, hardbound. Features rules for fortress assaults and defense for **WARHAMMER 40000** and **WARHAMMER FANTASY BATTLES** RULES. Covers everything from castle construction and structural strength to siege machines, supplies, magic and flying critters. With illustrations, colour photos, templates, 690 game markers and a scenario. **\$50.00**

## COMMAND DECISION

Tactical World War II rules for combined-arms combat. This boxed set contains a 32 page rulebook (with basic and advanced mechanics), a 16 page vehicle/weapon data book (for Germany, Italy, Russia, America & England), a 28 page divisional unit organization book, a 12 page campaign book (the Stolberg Corridor) with 6 scenarios, a 4 page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285TH, 15mm and HO scale models. Illustrated with black & white photos. **\$40.00**

## BASTOGNE

A West-front Campaign module for **COMMAND DECISION**. Uses strategic maps to locate the tactical engagements that will be played out by miniatures battles. 48 pages, with 16 scenarios, includes photos. **\$17.00**

## COMBINED ARMS

Uses the **COMMAND DECISION** system for modern warfare. Recreates the savage combined arms actions by the hi-tech war-machines of today. For 1/285TH scale miniatures. Includes gun charts and vehicle data, organizational tables plus several scenarios. Illustrated with photos. **\$25.00**

## PANZERFAUST-ARMORED FIST

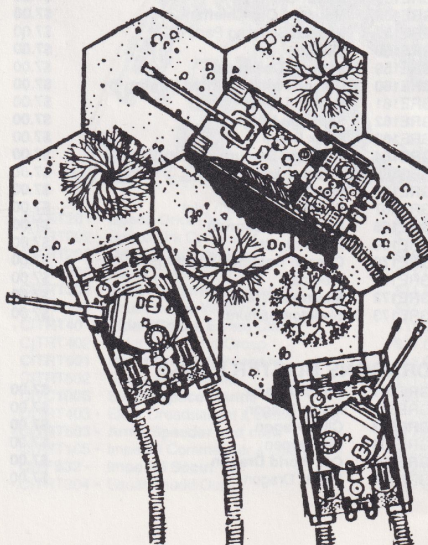
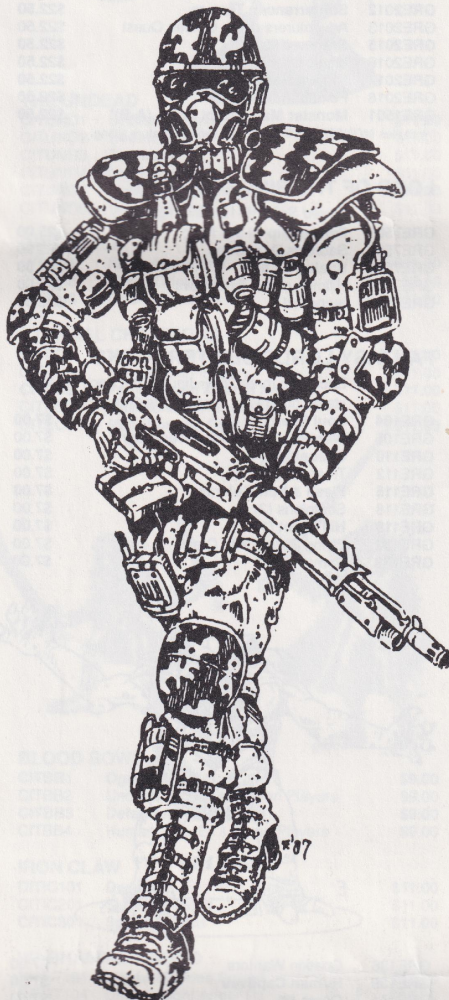
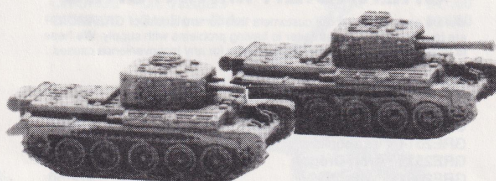
Tactical World War II miniatures rules designed in Australia. This is the 3RD, commercially printed, Edition, and can be used with 1/76ND or 1/285TH scale models. Each figure or model represents one man or vehicle, thus the game mechanics are very detailed, but the overall system present a fast moving simulation. Contains very comprehensive gun tables, vehicle charts and army lists. Covers 12 nationalities, including minor countries such as Poland, Italy, etc. The extensive mechanical and organizational background material complement this very well designed publication. **\$11.00**

## CHALLENGER

Covers battlegroup level games: 1950 - 1990. One miniature represents one vehicle. For 1/285TH scale miniatures. A 66 page book with two card charts, one clear plastic template and 170 markers. These are the most popular modern miniatures rules today, with a very comprehensive system that utilizes excellent tactical detail, superbly detailed mechanics and hard military data backed with obvious dedicated study. **\$15.00**

## DIGEST #2

For **CHALLENGER**: contains a compendium of vehicles, anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars and artillery from over 28 countries! Can also be used with **WRG's** Modern Rules. **\$12.00**



## HARPOON

Modern naval wargames rules that pits individual vessels and a deadly entourage of support weapons in fierce tactical combat. A new boxed set with a 48 page rule book, a 64 page data annex book (covering over 200 ship & submarine classes, 130 types of helicopter & aircraft, missiles, gun systems, torpedoes, bombs, radar, sonar and more!), a 16 page scenario book, 2 card charts and 168 counters. **\$45.00**

## BATTLES OF THE 3RD WORLD WAR

Supplement for **HARPOON**. Contains 14 scenarios of possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR meet in a bitter contest for control of the ship-lanes. **\$15.00**

## SHIP'S FORMS

A very detailed **HARPOON** supplement that provides record sheets and hard data on individual vessels in the NATO and USSR fleets. These stat-sheets feature only major or very common ships. Illustrated with photos. **\$15.00**

## WARHAMMER 40,000

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of the weapons, armour, and fighting vehicles of the future. Extensive background information includes a guide and history of the galaxy plus a detailed bestiary of the bizarre beasts and aliens that inhabit the known planets. 272 pages, very well illustrated, with pull-out unit briefs, templates and record sheets. **\$55.00**

## CHAPTER APPROVED

The first supplement to **WARHAMMER 40,000**. A 112 page book containing comprehensive army lists for 7 major inter-racial forces, a colour miniatures guide (with game characteristics on most figures), and a painting reference. If that's not enough, there is also a three-part 40-page campaign. Illustrated with artwork, maps and photos. **\$20.00**

## WARHAMMER SIEGE

140 pages, hardbound. Features rules for fortress assaults and defense for **WARHAMMER 40000** and **WARHAMMER FANTASY BATTLES** RULES. Covers everything from castle construction and structural strength to siege machines, supplies, magic and flying critters. With illustrations, colour photos, templates, 690 game markers and a scenario. **\$50.00**

## PHOENIX COMMAND

This is a revolutionary small arms combat system. Quick playing and extremely realistic, it is ideal for expanding RPG combat mechanics or for modern skirmish wargaming. Components include a sturdy 50 page rulebook, illustrated 32 page small-arms listing, 5 character sheets and 4 card charts. Boxed. A superb simultaneous fire and movement system that must be the most detailed yet playable available! **\$35.00**

## CIVILIAN & POLICE WEAPONS DATA

A further listing of small-arms weapons systems as used by para-military forces, law-enforcement agencies, et al. **\$16.00**

## ADVANCED COMBAT RULES

A modular, optional set of 21 new combat rules for **PHOENIX COMMAND**, including the 3-round burst, blunt trauma injury, rifle scopes, smoke, mines, evasive action and more. **\$16.50**

## PHOENIX DAMAGE TABLES

Provides a very detailed, and very graphic expansion of the Hit Location and Damage system. Contains over 60 body hit locations and 4 target profiles. Not for the faint hearted. **\$13.00**

## HAND TO HAND

No doubt, this combat supplement will provide rules and techniques on how to slaughter opponents and generally spread their brain-tissue over the nearest convenient surface using only the attacker's hands, feet and teeth! More family fun from **PHOENIX COMMAND**. **TBA**

## JOHNNY REB

This is the second edition boxed set. Covers the American Civil War in great detail. One figure (of any scale) represents 20 soldiers, used in Regimental groups. Covers up to Corps-level engagements! This production includes an 86 page rulebook, 11 pages of scenarios, two A3 card charts and 300 cardboard counters. Well illustrated throughout. **\$45.00**



# MINIATURES

## GHQ MICRO ARMOR

*Blister Packs:* contain four or more 1/285TH scale military miniatures with superb detail! For the ASL deluxe boards.

### GERMAN

GHQ1000	Infantry Company	\$15.00
GHQ1001	PAK 40 (2) and 88mm (1)	\$10.00
GHQ1002	Panzer III Platoon	\$10.00
GHQ1003	Panzer IV-H Platoon	\$10.00
GHQ1004	Panther Platoon	\$10.00
GHQ1005	StuG III-G Platoon	\$10.00
GHQ1006	Elephant Platoon	\$10.00
GHQ1007	StuH-42 (3) & PzJg IV	\$10.00
GHQ1008	251/1 Halftracks	\$10.00
GHQ1009	Infantry Support Weapons	\$10.00
GHQ1010	Tiger I Platoon	\$10.00



### RUSSIAN

GHQ2000	Infantry Company	\$15.00
GHQ2001	45mm (3) & 57mm (2) 57mm ATGs	\$10.00
GHQ2002	76mm Crash Boom Artillery	\$10.00
GHQ2003	T-34/76 Model 43 Platoon	\$10.00
GHQ2004	KV-1s Fast Tank Platoon	\$10.00
GHQ2005	T-34/85 Platoon	\$10.00
GHQ2006	JS-III Platoon	\$10.00
GHQ2007	SU-85 Tank Destroyer Battery	\$10.00
GHQ2008	ISU-122 Assault Gun Battery	\$10.00
GHQ2009	Infantry Support Weapons	\$10.00



### AMERICAN

GHQ3000	Infantry Company	\$15.00
GHQ3001	Infantry Support Weapons	\$10.00
GHQ3002	M3 & M3A1 Halftracks	\$10.00
GHQ3003	M4 & M4A1 Shermans (early)	\$10.00
GHQ3004	M4A3 (75mm) & M4A3 (76mm) Shermans	\$10.00
GHQ3005	M5 & M5A1 Stuarts plus a jeep!	\$10.00

**ADVANCED SQUAD LEADER: STREETS OF FIRE**  
Scenarios using the GHQ Micro Amor. Order of battle.

#### SCENARIO GHQ FORCES REQUIRED

01:	Ger: 1000; 1009. Rus: 2000; 2009.
02:	Ger: 1000; 1009. Rus: 2 x 2000; 2009.
03:	Ger: 2 x 2000; 1003; 2 x 1009. Rus: 2002; 2 x 2000; 2009.
04:	Ger: 2 x 1000; 10-05; 2 x 1009. Rus: 2000; 2 x 2003; 2 x 2009.
05:	Ger: 1000; 1001; 1009. Rus: 2 x 2000; 2 x 2003; 2 x 2009.
06:	Ger: 2 x 1000; 1002; 1003; 1008; 1009; 1010. Rus: 2 x 2000; 2001; 2002; 2003; 2009.
07:	Ger: 2 x 1000; 1007; 2 x 1009. Rus: 2001; 3 x 2000; 2 x 2004; 2009.
08:	Ger: 2 x 1000; 1006; 2 x 1009. Rus: 2001; 2 x 2000; 2 x 2004; 2009.
09:	Ger: 2 x 1000; 2 x 1004; 2 x 1009. Rus: 2 x 2000; 2001; 2005; 2009.
10:	Ger: 2 x 1000; 1001; 1007; 2 x 1009. Rus: 3 x 2000; 2 x 2006; 2007; 3 x 2009.
11:	Ger: 2 x 1000; 1001; 1004; 2 x 1009. Rus: 2 x 2000; 2 x 2008; 2 x 2009.

## GRENADIER MINIATURES

We are sorry to advise our customers that current stocks of *GRENADIER* are low, and that our distributor is having problems with supply. We hope to rectify this situation soon and apologise for any inconvenience caused.

### DRAGON LORDS BOXED SETS:

	With 25mm Miniatures.	
GRE2513	Sea Dragon	\$18.00
GRE2514	Dragonlisk	\$30.00
GRE2515	Iron Dragon	\$30.00
GRE2001	Wizards	\$22.50
GRE2005	Fighting Men	\$22.50
GRE2006	Specialists	\$22.50
GRE2010	Marsh Horrors	\$22.50
GRE2011	Orcs of the Severed Hand	\$22.50
GRE2012	Subterranean Terrors	\$22.50
GRE2013	Adventurers of the Golden Quest	\$22.50
GRE2015	Dragon Killers	\$22.50
GRE2016	Magic Users	\$22.50
GRE2017	Ninja & Samurai	\$22.50
GRE2018	Female Adventurers	\$22.50
GRE1501	Monster Manuscript Vol. 1 (A-B)*	\$22.50

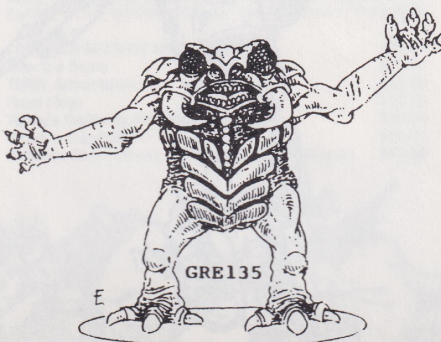
\* Includes *MONSTER MANUSCRIPT* series Creature listing.

### LORD OF THE RINGS

	Boxed Sets: 10-12 25mm figures.	
GRE7501	Fellowship of the Ring	\$25.00
GRE7502	Sauron's Dark Ones	\$25.00
GRE7503	Shelob's Lair	\$25.00
GRE7504	Hillmen of the Trollshaws	\$25.00
GRE7505	Isengard	\$25.00

### FANTASY LORDS BLISTER PACKS:

	Each with three 25mm figures per pack unless stated otherwise. Please give 2ND choices!	
GRE104	Soul Searcher (2)	\$7.00
GRE105	WereBear, WereRat & WereBoar	\$7.00
GRE110	Casualties (4)	\$7.00
GRE112	Treasure Items (4)	\$7.00
GRE116	Flesh & Iron Golems	\$7.00
GRE118	Scorpions (2)	\$7.00
GRE119	Hill Giant (1)	\$7.00
GRE132	Flying Carpet with Crew	\$7.00
GRE133	Samurai	\$7.00



GRE136	Goatkin Warriors	\$7.00
GRE139	Human Captives	\$7.00
GRE141	Ogres (2)	\$7.00
GRE145	Barbarian Tribesmen	\$7.00
GRE146	Assassins	\$7.00
GRE147	Dark Evils	\$7.00
GRE148	Kobolds (4)	\$7.00
GRE154	Beauty and the Beast	\$7.00
GRE155	Orcish Giant (1)	\$7.00
GRE156	Mounted Orc Chieftan	\$7.00
GRE157	Undead Scouting Party	\$7.00
GRE158	Vikings	\$7.00
GRE159	Samurai Command	\$7.00
GRE160	Unicorn with Mounted Virgin	\$7.00
GRE161	Skeleton Ninja	\$7.00
GRE162	Skeleton Knights	\$7.00
GRE163	Black Drake	\$7.00
GRE164	Mounted Samurai & Standard	\$7.00
GRE165	Skeleton Lancers (2)	\$7.00
GRE166	War Trolls	\$7.00
GRE167	Skeleton Flyer with pilot	\$7.00
GRE168	Oriental Spearman	\$7.00
GRE169	Foot Knights	\$7.00
GRE170	Charon Boatman & victims	\$7.00
GRE171	Treeman	\$7.00
GRE172	Mounted Wraith	\$7.00
GRE173	Skeleton Samurai	\$7.00

### DRAGONS BLISTER PACKS

GRE501	Pond Dragon	\$7.00
GRE502	Marsh Dragon	\$7.00
GRE503	Cliff Dragon	\$7.00
GRE504	Pet Dragon	\$7.00
GRE505	Old World Dragon	\$7.00
GRE506	Forest Dragon	\$7.00

## THE UNDEAD LEGION

	25mm boxed sets - assembly required.	
GRE5501	Undead War Mammoth	\$30.00
GRE5502	Death Dragon	\$40.00
GRE5503	Undead War Chariot	\$40.00
GRE5504	Undead Death Giant	\$40.00
GRE5505	Undead Imperial Mammoth	\$40.00
GRE5506	Undead War Rhino	\$40.00

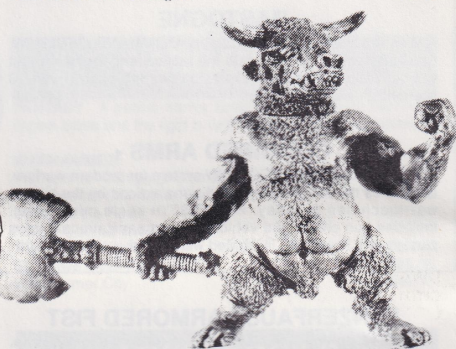
## CITADEL MINIATURES

### ADVANCED DUNGEONS & DRAGONS

	<i>Blister Packs:</i> Each pack contains three 25mm figures unless stated otherwise.	
CITADD01	Magic User	\$9.95
CITADD03	Cleric with Mace	\$5.50
CITADD04	Male Thief	\$5.50
CITADD05	Female Illusionist	\$5.50
CITADD06	Paladin	\$5.50
CITADD07	Ranger with Sword & Bow	\$5.50
CITADD08	Assassin	\$5.50
CITADD09	Druid	\$5.50
CITADD11	Female Magic User	\$5.50



CITADD31	Dwarf with Axe	\$9.95
CITADD51	Four Kobolds	\$9.95
CITADD52	Goblins	\$5.50
CITADD54	Hobgoblins	\$5.50
CITADD55	Gnolls	\$9.95
CITADD56	Two Bugbears	\$9.95
CITADD60	Norkers	\$9.95
CITADD62	Shrieker & Shambling Mound	\$5.50
CITADD71	Evil Fighter	\$9.95
CITADD72	Carriion Crawler	\$9.95
CITADD75	Gorgon	\$5.50
CITADD76	Five Stirges	\$5.50



CITADD77	Umberhulk	\$5.50
CITADD80	Four Blink Dogs	\$5.50
CITADD81	Owl Bear	\$5.50
CITADD84	Beholder	\$5.50
CITADD91	Two Rust Monsters	\$9.95
CITADD93	Zombie, Shadow, Ghoul	\$5.50
CITADD94	Ghast, Wight, Lich	\$5.50

### MACHINERIES OF DESTRUCTION

	Boxed Sets 25mm - assembly required	
CITMD1	Goblin War Chariots	\$18.00
CITMD2	Goblin Skull Crusher Catapult	\$30.00
CITMD3	Goblin Lead Belcher Organ Gun	\$30.00
CITMD4	Elvern Attack Chariot	\$50.00
CITMD5	Man-Mangler (Orc Mangonel)	\$30.00
CITMD6	Goblin Battle Chariots (2)	\$50.00
CITMD7	Globber: Dwarf Onager	\$50.00
CITMD8	Skeleton Warmachines (Chariot & Catapult)	\$50.00

### ARCANE MONSTROSITIES

	Older Citadel Boxed Sets 25mm	
CITTA3	Orc War Wyvern and Rider	\$31.50
CITTA4	Orc War Machine with Crew	\$31.50
CITTA5	Giant War Eagle and Rider	\$34.00



## DRAGONS

Boxed Sets 25mm		
CITDRAG1	Zombie Dragon	\$22.50
CITDRAG2	Blue Dragon & Sorceress	\$27.00
CITDRAG3	Green Dragon & Dwarf	\$27.00
CITDRAG4	Great Fire Dragon & Knight	\$27.00
CITDRAG5	Great Imperial Dragon	\$65.00
CITDRAG6	Orc War Wyvern	\$50.00
CITDRAG7	The Dragon Masters	\$50.00



## REGIMENTS OF RENOWN

25mm WARHAMMER Sets with painting guides		
CITRRD1	Bugman's Dwarf Rangers (17 Figures)	\$50.00
CITRRD2	Skeleton Nightmare Legion (24 Figures)	\$50.00
CITRRD3	Harboth's Orc Archers (17 Figures)	\$50.00
CITRRD4	Skarloc's Wood Elf Archers (17 Figures)	\$50.00
CITRRD5	Ruglud's Armored Orcs (17 Figures)	\$50.00
CITRRD6	Ulthar's Dwarf Dragon Coy. (19 Figures)	\$50.00
CITBP3	Warhammer Fantasy Regiments (60 plastic Figures*)	\$50.00
(*10 each of Elf, Dwarf, Orc, Goblin, Dark Elf and Skaven)		

## GENERAL BOXED SETS

Each with 9-12 25mm Metal Figures		
CITBC2	Monster Starter Set	\$22.50
CITBC3	Dwarf Lords of Legend	\$22.50
CITBC4	Mighty Uzeod's Commandos	\$22.50
CITBC5	Eternal Champions	\$22.50
CITBC6	Chaos Dwarves	\$22.50
CITBC7	Heroic Fighters	\$22.50

## CITADEL BLISTER PACKS

Each blister pack contains 4-6 25mm miniatures

### FIGHTERS

CITF1	Fighter (1)	\$2.50
CITF2	Dogs of War	\$11.00
CITF3	Barbarians	\$11.00
CITF4	Men at Arms	\$11.00
CITF5	Marauders	\$11.00
CITF6	Medieval Warriors	\$11.00
CITF7	Medieval Cavalry	\$11.00



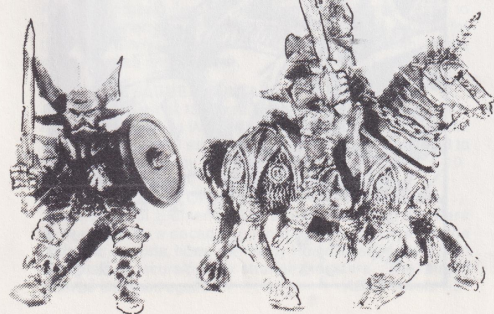
Cecil  
Ogre Slayer

### DWARVES

CITD1	Dwarf (1)	\$2.50
CITD2	Norse Dwarves	\$11.00
CITD3	Chaos Dwarves	\$11.00
CITD4	Dwarf Adventurers	\$11.00
CITD6	Dwarf Villagers	\$11.00

### CHAOS NASTIES!

CITCH1	Single Chaos Warrior	\$2.50
CITCH2	Chaos Warriors	\$11.00
CITCH3	Chaos Champions	\$11.00
CITCH4	Chaos Beastmen	\$11.00
CITCH5	Sorcerers & Familiars	\$11.00
CITCH6	Chaos Thugs	\$11.00



## ELVES

CITELF1	Elven Warriors	\$11.00
CITELF5	Elven Animal Keepers	\$11.00
CITELF6	Mounted Elven General or Wizard	\$11.00

## ORCS

CITORC1	Warrior Orcs or Orc Command Group	\$11.00
CITORC2	Savage Orcs	\$11.00
CITORC4	Orc Champions	\$11.00
CITORC5	Orc Villagers	\$11.00
CITORC6	Orc Boar Rider	\$11.00



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CITUND1	Undead Warriors	\$11.00
CITUND2	Skeletons	\$11.00
CITUND3	Zombies	\$11.00
CITUND4	Night Horrors	\$11.00
CITUND5	Undead Champions	\$11.00
CITUND6	Undead Cavalry	\$11.00

## ORIENTALS

CITOH1	Ninja Assassins	\$11.00
CITOH2	Single Oriental Hero	\$2.50
CITOH6	Oriental Heroes	\$11.00

## ETERNAL CHAMPIONS

CITEC1	Melnibonéan Infantry	\$11.00
CITEC2	Pan-Tangian Infantry	\$11.00
CITEC3	Pan-Tangian Animal Handler	\$11.00
CITEC4	Melnibonéan Personalities	\$11.00
CITEC5	Melnibonéan Cavalry	\$11.00



## BLOOD BOWL

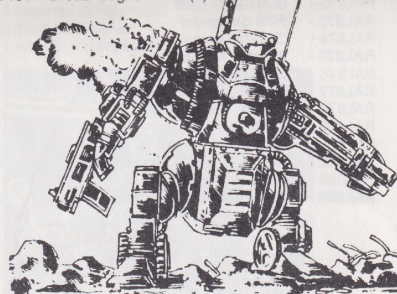
CITBB1	Ogre Player	\$9.00
CITBB2	Undead, Goblin & Skaven Players	\$9.00
CITBB3	Defenders (Various)	\$9.00
CITBB4	Human, Orc, Elf & Dwarf Players	\$9.00

## IRON CLAW

CITIC101	Dwarves	\$11.00
CITIC201	Skeleton Guard	\$11.00
CITIC301	Space Pirates	\$11.00

## WARHAMMER 40,000

CITRT101	Space Marines Squad	\$11.00
CITRT104	Dreadnought Armor (1)	\$16.00



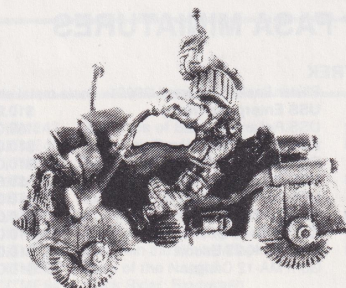
CITRT201	Space Orks Pack	\$11.00
CITRT202	Space Ork Command	\$11.00
CITRT205	Ork Assault Vehicle	\$16.00
CITRT301	Squat (Dwarves) Knot	\$11.00
CITRT302	Squat Command Group	\$11.00
CITRT303	Squat Heavy Weapons	\$11.00
CITRT401	Eldar (Space Elves) Clan	\$11.00
CITRT402	Eldar Command Group	\$11.00
CITRT501	Imperial Army Troopers	\$11.00
CITRT502	Space Mercenaries	\$11.00
CITC100S	Single Space Marine	\$3.50
CITRT403	Eldar Dreadnought & Battle Drone	\$17.00
CITRT503	Army Speeder and crew	\$17.00
CITRT105	Imperial Commander & Guard	\$12.00
CITFS32	Imperial Scout	\$12.00
CITRT304	Squat Thudd Gun	\$17.00

## WARHAMMER 40,000 BOXED SETS

CITRTB1	Space Marines (30 Plastic Figures)	\$50.00
CITRTB2	Space Orks (17 Metal Figures)	\$50.00

## JUDGE DREDD

CITJD1	Judge Dredd with Lawmaster	\$9.00
CITJD2	Judges on Lawmasters	\$9.00
CITJD3	Perps or Fatties	\$9.00
CITJD4(16)	Judges	\$9.00
CITJD6	Dark Judges (Fear, Fire & Mortis)	\$9.00
CITJD10	Rogue Trooper Personalities	\$9.00
CITJD11	Rogue Trooper II	\$9.00
CITJD17	Brit-Cit Judge on Lawmaster	\$9.00

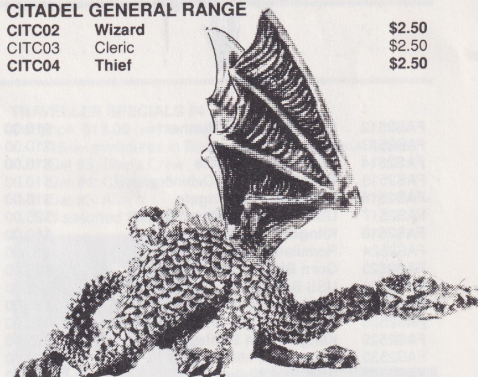


## DOCTOR WHO

CITDW1	Doctors - number #1, #2 & #3	\$9.00
CITDW3	Daleks (3)	\$9.00
CITDW4	The Master and Doctors #4 & #5	\$9.00
CITDW5	Ice Warriors (3)	\$9.00
CITDW6	Cybermen (3)	\$9.00
CITDW8	Davros, K-9 and a Dalek	\$9.00
CITDW9	Time Lord Characters	\$9.00

## CITADEL GENERAL RANGE

CITC02	Wizard	\$2.50
CITC03	Cleric	\$2.50
CITC04	Thief	\$2.50



CITC07	Rangers	\$11.00
CITC08	High Elves	\$11.00
CITC09	Dark Elves	\$11.00
CITC10	Half Orcs	\$11.00
CITC11	Halflings (7)	\$11.00
CITC12(F)	Goblins	\$11.00
CITC13	Mounted Mix (Fantasy Cavalry)	\$11.00
CITC14	A flock of Snotlings (11)	\$11.00
CITC17	Skeletons	\$11.00
CITC18N	Night Horrors	\$11.00
CITC18Z	Zombies	\$11.00
CITC20	Troll	\$11.00
CITC21	Chaos Cavalry	\$11.00
CITC22C	Various War Hounds	\$9.00
CITC22M	Carts and Artillery - Mixed	\$11.00
CITC23	Hideous Giant Ogre	\$9.00
CITC25	Minotaur	\$9.00
CITC27	Ratman (Skaven)	\$11.00
CITC28	Giant	\$15.00
CITC29	Large Monster (ie - Manticore)	\$9.00
CITC31	Balgor or Giant Monsters	\$15.00
CITC32	Slann	\$11.00
CITC34Z	Zoat Warrior	\$11.00
CITC34F	Flying Nasties (2 critters with pilots)	\$11.00
CITC34E	Elemental	\$9.00
CITC36	Hobgoblin	\$2.50
CITC46	Militia & Travelling Players	\$11.00
CITC100C	Chainsaw Warriors (3)	\$9.00
CITTL1-12	Various TALISMAN characters	\$11.00



## PAINT SETS

Boxed Acrylic Colours with 12 paints.	
Color Paint Set #1	\$30.00
Color Paint Set #2	\$30.00
Monster Paint Set	\$30.00



## PLASTIC FIGURES

25mm Miniatures in blister packs or boxed sets		
CITBP1	<b>Skeleton Horde</b>	<b>\$18.00</b>
CITBP2	Daleks & Cybermen	\$22.50
CITPS1	<b>Psycho-Styrene Dwarves (3)</b>	<b>\$3.50</b>
CITPS2	Drastik Plastic Orcs (3)	\$3.50
CITPS3	<b>WARLOCK OF FIRETOP MT. Figures</b>	<b>\$4.50</b>

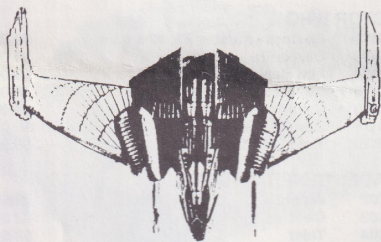
## MIDDLE EARTH

25mm Miniatures in blister packs.		
CITME01	<b>Gandalf, Strider and Frodo</b>	<b>\$9.00</b>
CITME02	Legolas, Gimli and Boromir	\$9.00

## FASA MINIATURES

### STAR TREK

Blister Packs with one 1/3900TH scale metal ship.		
FAS2501	<b>USS Enterprise (New)</b>	<b>\$10.00</b>
FAS2502	USS Reliant Cruiser	\$9.00
FAS2503	<b>Klingon D-7 Battlecruiser</b>	<b>\$10.00</b>
FAS2504	Romulan Bird of Prey	\$10.00
FAS2505	<b>USS Enterprise (Old)</b>	<b>\$9.00</b>
FAS2507	USS Larson Destroyer	\$10.00
FAS2508	<b>Klingon D-10 Cruiser</b>	<b>\$10.00</b>
FAS2509	Klingon D-18 Destroyer	\$10.00
FAS2510	<b>Klingon K-23 Escort</b>	<b>\$10.00</b>
FAS2511	Gorn MA-12 Cruiser	\$10.00



FAS2512	<b>Orion Blockade Runner</b>	<b>\$10.00</b>
FAS2513	Klingon L-9 Frigate	\$10.00
FAS2514	<b>USS Loknar Frigate</b>	<b>\$10.00</b>
FAS2515	Romulan Winged Defender	\$10.00
FAS2516	<b>USS Chandley Frigate</b>	<b>\$10.00</b>
FAS2517	USS Excelsior Battleship	\$25.00
FAS2518	<b>Klingon L-42 Bird of Prey</b>	<b>\$10.00</b>
FAS2524	Romulan Gallant Wing	\$10.00
FAS2525	<b>Gorn BH-2 Battleship</b>	<b>\$25.00</b>
FAS2526	USS Baker Destroyer	\$10.00
FAS2527	<b>Romulan Nova Battleship</b>	<b>\$30.00</b>
FAS2528	Romulan Bright One (2)	\$10.00
FAS2529	<b>Klingon L-24 Battleship</b>	<b>\$25.00</b>
FAS2530	Klingon D-2 Missile Ship	\$10.00
FAS2531	<b>Romulan Whitewind</b>	<b>\$10.00</b>
FAS2532	USS Northampton Cruiser	TBA
FAS2533	<b>USS Remora Escort</b>	<b>TBA</b>
FAS2534	USS Andor Missile Cruiser	TBA

### DOCTOR WHO

TARDIS style box with 3-4 25mm figures.		
FAS9501	<b>The Five Doctors</b>	<b>\$16.00</b>
FAS9502	Sarah, Leela & Adric	\$10.00
FAS9503	<b>Daleks</b>	<b>\$12.00</b>
FAS9504	Cyberman	\$10.00
FAS9505	<b>Brigadier &amp; U.N.I.T. Troops</b>	<b>\$10.00</b>
FAS9506	Sgt. Benton & U.N.I.T. Troops	\$10.00
FAS9507	<b>Time Lords</b>	<b>\$10.00</b>
FAS9508	Temporal Marauders	\$10.00
FAS9509	<b>Ice Warriors</b>	<b>\$10.00</b>
FAS9510	More Time Lords	\$10.00
FAS9511	<b>Master, Davros &amp; Dalek</b>	<b>\$10.00</b>
FAS9512	Jo Grant, Romana & K-9	\$10.00
FAS9513	<b>Even more Time Lords</b>	<b>\$10.00</b>
FAS9514	Sea Devils	\$10.00



### RENEGADE LEGION

2 Metal Miniature(s) in a little plastic case.		
FAS9901	<b>Spiculum Medium Fighter</b>	<b>\$10.00</b>
FAS9902	Verutum Light Fighter	\$10.00
FAS9903	<b>Cheetah Light Fighter</b>	<b>\$10.00</b>
FAS9904	Guardian Medium Fighter	\$10.00
FAS9905	<b>Fluttering Petal Heavy Fighter</b>	<b>\$10.00</b>
FAS9906	Gladius Heavy Fighter	\$10.00
FAS9910	<b>Martiobarbulus Heavy Fighter</b>	<b>\$10.00</b>
FAS •	Avenger Heavy Fighter	TBA
FAS •	<b>Lancea Light Fighter</b>	<b>TBA</b>
FAS •	Penetrator Medium Fighter	TBA
FAS •	<b>Space Gull Medium Fighter</b>	<b>TBA</b>
FAS •	Pilum Medium Fighter	TBA

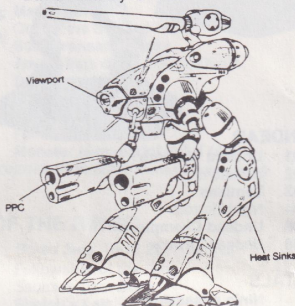
## CENTURION MINIATURES

2-4 1/285TH scale vehicles in a tiny plastic case		
FAS •	<b>TOG Light Tank 'Aeneas'</b>	<b>TBA</b>
FAS •	Ren. Light Tank 'Wolverine'	TBA
FAS •	<b>TOG Medium APC 'Horatius'</b>	<b>TBA</b>
FAS •	Ren. Medium APC 'Spartius'	TBA

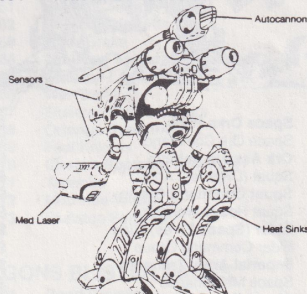
## RAL PARTHA

### BATTLETECH

Blister Packs: Each contains 1 metal miniature unless stated otherwise.		
RAL800	<b>Hex Bases (4)</b>	<b>\$7.50</b>
RAL806	Hunter: 2 Missile Tanks	\$7.75
RAL807	<b>Striker: 2 Armoured Cars</b>	<b>\$8.00</b>
RAL808	Pegasus: 2 Light Hover	\$8.00
RAL816	<b>Vedette: two 50-ton Tanks</b>	<b>\$10.00</b>
RAL822	Demolisher Super Heavy Tank	\$9.50
RAL823	<b>Kurita Infantry: 54 men</b>	<b>\$15.00</b>
RAL824	Davion Infantry: 54 men	\$15.00



RAL831	<b>STG-3R Stinger VF-1A</b>	<b>\$6.00</b>
RAL832	WSP-1A Wasp VF-1S	\$6.00
RAL833	<b>PXH-1 Phoenix Hawk</b>	<b>\$7.00</b>
RAL834	CRD-3R Crusader	\$7.00
RAL835	<b>GRF-1N Griffin</b>	<b>\$7.00</b>
RAL836	SHD-2H Shadow Hawk	\$7.00
RAL837	<b>WVR-6R Wolverine</b>	<b>\$7.00</b>
RAL838	BLR-1G Battlemaster	\$7.00
RAL839	<b>TDR-5S Thunderbolt</b>	<b>\$7.00</b>
RAL840	WHM-6R Warhammer	\$9.00
RAL841	<b>RFL-3N Rifleman</b>	<b>\$9.00</b>
RAL842	ARC-3R Archer	\$7.00
RAL843	<b>MAD-3R Marauder</b>	<b>\$11.50</b>
RAL844	LCT-1V Locust	\$6.00
RAL845	<b>AS-7D Atlas</b>	<b>\$9.50</b>
RAL846	GOL-1H Goliath	\$9.50
RAL847	<b>AW5-8Q Awesome</b>	<b>\$9.50</b>
RAL848	ON1-K Orion	\$9.50
RAL849	<b>CN9-A Centurion</b>	<b>\$6.00</b>
RAL850	FS9-H Firestarter	\$6.00
RAL851	<b>VLK-QA Valkyrie</b>	<b>\$6.00</b>
RAL852	CPLT-C1 Catapult	\$9.50
RAL853	<b>PNT-9R Panther</b>	<b>\$6.00</b>
RAL854	HBK-4G Hunchback	\$7.00
RAL855	<b>OLT-4D Ostscout</b>	<b>\$9.00</b>
RAL856	ZEU-6S Zeus	\$10.50
RAL857	<b>UM-R60 Urbanmech</b>	<b>\$6.50</b>
RAL858	CDA-2A Cicada	\$8.00
RAL859	<b>SCP-1N Scorpion</b>	<b>\$10.50</b>
RAL860	VTR-9B Victor	\$12.00
RAL861	<b>JM6-S JagerMech</b>	<b>\$10.50</b>
RAL862	STK-3F Stalker	\$12.00
RAL863	<b>CP10-Z Cyclops</b>	<b>\$13.00</b>
RAL864	HCT-3F Hatchetman	\$9.00
RAL865	<b>COM-2D Commando</b>	<b>\$7.00</b>
RAL866	JYN-10N Javelin	\$7.50
RAL867	<b>ENT-4R Enforcer</b>	<b>\$8.50</b>
RAL868	DRG-1N Dragon	\$10.00
RAL869	<b>JR7-D Jenner</b>	<b>\$7.50</b>
RAL870	WTH-1 Whitworth	\$8.50
RAL871	<b>VND-1R Vindicator</b>	<b>\$8.50</b>
RAL872	CLNT-2-3T Clint	\$9.00
RAL873	<b>SDR-5V Spider</b>	<b>\$7.00</b>
RAL874	OTT-7J Ostscout	\$7.00
RAL875	<b>ASN-21 Assassin</b>	<b>\$8.00</b>
RAL876	DV-6M Dervish	\$8.00
RAL877	<b>OSR-2C Ostroc</b>	<b>\$9.00</b>
RAL878	STG-AS Stinger LAM	\$8.00
RAL880	<b>BJ-1 Blackjack</b>	<b>\$9.00</b>
RAL881	CGR-1A1 Charger	\$12.00
RAL882	<b>BNC-3E (BNC-S) Banshee</b>	<b>\$13.00</b>
RAL883	WSP-10S Wasp LAM	\$9.00
RAL884	<b>PHX-HK2 Phoenix Hawk LAM</b>	<b>\$10.00</b>



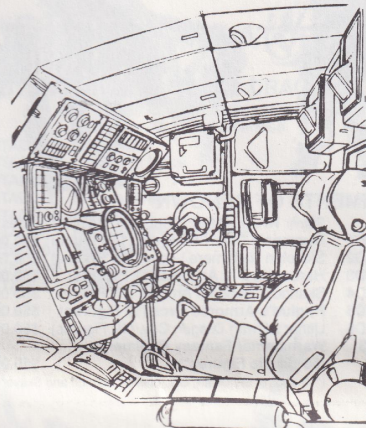
RAL885	<b>HER-2S Hermes Mk. 2</b>	<b>\$8.00</b>
RAL886	<b>VL2T Vulcan</b>	<b>\$8.00</b>
RAL887	TBT-5N Trebuchet	\$8.00
RAL888	<b>GHR-5R Grasshopper</b>	<b>\$9.00</b>
RAL889	LGB-OW Longbow	\$10.00

## BATTLETECH AIRCRAFT

Blister Packs: 1 metal aircraft plus wire stand		
RAL701	<b>Sparrowhawk SPR-H5 Light Fighter</b>	<b>\$7.00</b>
RAL702	Corsair CSR-V12 Medium Fighter	\$8.00
RAL703	<b>Stuka STU-K5 Heavy Fighter</b>	<b>\$10.00</b>
RAL704	Samurai SL-25	\$8.00

## BATTLETECH PERSONNEL

Blister Packs: 1-4 25mm figures		
RAL900	<b>Steiner Mechwarriors</b>	<b>\$8.50</b>
RAL901	Steiner Ground Troops	\$8.50
RAL902	<b>Steiner Aerospace Pilot</b>	<b>\$3.00</b>
RAL903	Steiner Security Guard	\$3.00
RAL920	<b>Kurita Mechwarriors</b>	<b>\$8.50</b>
RAL921	Kurita Ground Troops	\$8.50
RAL922	<b>Kurita DSA Special Forces</b>	<b>\$3.00</b>
RAL923	Kurita 'Mechtech	\$3.00



## BATTLETECH BOXED SETS

A complete Lance, with metal bases, per box.		
BX801	<b>Recon Lance</b>	<b>\$30.00</b>
BX802	Light Lance	\$30.00
BX803	<b>Medium Lance</b>	<b>\$30.00</b>
BX804	Fire Lance	\$35.00
BX805	<b>Heavy Lance</b>	<b>\$35.00</b>
BX806	Assault Lance	\$40.00

## BATTLETECH PAINT SETS

Each contains six 3/4oz bottles of acrylic paint		
RAL740	<b>Autumn Colours</b>	<b>\$17.00</b>
RAL741	Summer Colours	\$17.00
FAS •	<b>Camo Specs (Regimental paint guide)</b>	<b>\$10.00</b>

## TCI BATTLETECH

Boxed sets containing two plastic kits		
Mech kits, transfers & scenario.		
TCI081	<b>Set 01: Shadow Hawk &amp; Scorpion</b>	<b>\$18.00</b>
TCI082	Set 02: Griffin & Locust	\$18.00
TCI083	<b>Set 03: Thunderbolt &amp; Battlemaster</b>	<b>\$18.00</b>
TCI084	Set 04: Wolverine & Goliath	\$18.00
TCI085	<b>Set 05: Crusader &amp; Archer</b>	<b>\$18.00</b>
TCI087	Set 07: Marauder & Ostroc II	\$18.00
TCI088	<b>Set 08: Wasp &amp; Wasp LAM</b>	<b>\$18.00</b>
TCI089	Set 09: Stinger & Stinger LAM	\$18.00
TCI090	<b>Set 10: Phoenix Hawk &amp; LAM</b>	<b>\$18.00</b>
TCI091	Set 11: Wasp & Phoenix Hawk Fighters.	\$18.00

Single plastic kits		
NIP23048	<b>Shadowhawk SHD-2D</b>	<b>\$4.00</b>
NIP23047	Shadowhawk SHD-2H	\$4.00





# CRAZY SPECIALS!

THE FOLLOWING ITEMS ARE NO LONGER IN PRINT OR WILL NOT BE SOLD BY US AGAIN.  
BUT OUR REMAINING STOCK IS LIMITED - SO ORDER QUICKLY!

## MINIATURES

### MIDDLE EARTH SERIES

**Price:** Any **TEN** packs for **\$20.00** - this price represents a saving of \$30.00!

**Description:** Blister Packs: 25mm **CITADEL** metal figures, 3 items per pack, unless stated otherwise.

- CITME11 Gandalf, on foot & Mounted \*
- CITME12 Aragorn: Strider the Ranger
- CITME13 Frodo, on foot & with Pony \*
- CITME15 Gimli, on foot & with Pony \*
- CITME21 Boromir, standing & Mounted \*
- CITME23 Rohirrim: Noble Knights
- CITME24 Gondor Citadel Guards
- CITME25 Rangers of Ithilien
- CITME32 Noldor: the Deep Elves
- CITME34 Shire Hobbits (4)
- CITME35 Beorn: man & Werewolf form \*



- CITME43 Half Orcs of Saruman
- CITME44 Uruk-Hai: Orc Warriors
- CITME45 Dunlendings: the Hillmen
- CITME53 Southrons: Evil Haradrim
- CITME54 Easterling Warriors
- CITME55 Mouth of Sauron: Evil Mage \*
- CITME61 Sauron on Writhing Throne \*
- CITME62 Saruman the White Wizard \*
- CITME63 Lord of the Nazgul
- CITME64 Black Rider: Ringwraith
- CITME71 Corsairs of Umbar
- CITME72 Deadmen of Dunharrow
- CITME73 Barrow Wights
- CITME74 Snagga: Nasty Goblins
- CITME83 Tom Bombadil & Fatty Lumpkin \*

When ordering please give **SECOND CHOICES!**

All the **NINE** items marked with an asterisk (\*) can be purchased in our 'Personalities Specials' offer for only **\$9.00!**

## ROLE-PLAYING

### DUNGEONS & DRAGONS

The following modules are available in **EIGHT** title lots for only **\$16.00**. That is, for only \$16 you can choose eight modules from the list below.

#### A2 THE SECRET OF SLAVERS STOCKADE

After defeating the slavers of Highport, the characters learn of the existence of another evil stronghold, this too has to be destroyed. But they must plan their assault carefully as this time the slavers are prepared! **AD&D Levels 4-7**

#### A3 THE AERIE OF THE SVELLORDS

Hot on the trail of marauding slavers, the characters plunge deep into hostile terrain seeking the heart of the slaver conspiracy. In a race against time they must destroy the slavers' organisation before it gathers strength. **AD&D Levels 4-7**

#### A4 IN THE DUNGEON OF THE SVELLORDS

Things didn't go as planned in A3, as the characters find themselves trapped (unarmed & unarmoured) in the Slave Lord's dungeons. They must find a way out and end his domination by beating the crap out of him! **AD&D Levels 4-7**

#### AC1 THE SHADY DRAGON INN

**D&D Supplement**

Over 100 pre-generated characters await gainful employment by both players and DMs alike. Each character has a brief biography, complete stats, a list of equipment and descriptions

#### AC2 COMBAT SHIELD

**D&D Supplement**

Features a sturdy, free-standing 3-panel screen for **BASIC & EXPERT** DMs that contains important charts and rules tables. Includes a mini-adventure 'Treasures of the Hideous One'.

#### C2 THE GHOST TOWER OF INVERNESS

The Seer of Urnst has organised an expedition to go to the ancient ruins of Keep Inverness to recover the Soul Gem. But he prudently neglects to mention that the gem is guarded by fierce beasts & very strange traps. **AD&D Levels 5-7**

#### EX2 LAND BEYOND THE MAGIC MIRROR

Few places are as unusual as the bizarre environment in this module. Here the delightful and the light-hearted often hide great challenges and dangers. An insane romp through the twisted imagination of E.G. Gyax. **AD&D Levels 9-12**

#### I2 TOMB OF THE LIZARD KING

The lands of Eor are being despoiled, a troop of fighters was dispatched to calm the populace but it was never heard of again. Now it is up to a small band of cunning adventurers to succeed where armed might has failed. **AD&D Levels 5-7**

#### Q1 QUEEN OF THE DEMONWEB PITS

A party of intrepid heroes have been thrust into the Abyss to face the Demon Queen and her hideous followers. A battle for their very survival ensues in the inhuman lair of Lolth, where to fail means a terrible death. **AD&D Levels 10-14**

#### S2 WHITE PLUME MOUNTAIN

After an absence of 1300 years, the dark wizard Keraptis has returned to dreaded White Plume Mountain, taking with him three powerful magic weapons that must be returned to their rightful owners by the characters. **AD&D Levels 5-10**

#### T1 THE VILLAGE OF HOMMLET

The Temple of Elemental Evil and its dark pilgrims were destroyed over a decade ago in a bloody war between the gods and demons, however nearby Hommlet still suffers from unexplained incursions by strange monsters. The temple must be cleansed again. **AD&D Levels 1-3**

#### UK1 BEYOND THE CRYSTAL CAVE

A reward offered for the return of two young lovers leads the PCs to the Cave of Echoes and the Enchanted Gardens. Contrary to their seemingly auspicious titles, these places have an eerie reputation for disaster. **AD&D Levels 4-7**

#### UK3 THE GAUNTLET

Once the symbol of order in a world of chaos, the Keep of Adlerweg is now the bastion of fell creatures. If the Keep is not retaken for its sinister occupants soon the fate of an entire nation will be forfeit to an evil power. **AD&D Levels 3-6**

#### UK4 WHEN A STAR FALLS

The Tower of the Heavens has all the power, glory and riches that prophecy can give, but even its day of reckoning draws near. A shooting star will shape the fates of many, but can a band of adventurers reforge destiny? **AD&D Levels 3-5**

#### WG4 FORGOTTEN TEMPLE OF THARIZDUN

Lord Gwaylar, leader of a Gnomish clan, enlists the help of the characters to aid him in a bitter racial war. But enemy humanoids such as Trolls, Gnolls and Ogres are a lesser worry as the real problem will be to seek out and kill their powerful leader. **AD&D Levels 5-10**

When ordering, please give **SECOND CHOICES!**

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Our price: **\$35.00** (with a retail value of \$245.00!)

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- The **TRAVELLER** Starter Edition (Boxed set)
- 12** assorted Adventures & Double Adventures
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- 3** Best Of Journals
- 1** Atlas of the Imperium



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**8** assorted Supplements  
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#### TRAVELLER SPECIALS #4

Our price: **\$18.00** (with a retail value of \$60.00)

- 15mm** miniatures in Boxes, each with 20 metal figures.
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- Set #4: Citizens
- Set #5: Aliens
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#### TRAVELLER SPECIALS #5

Our price: **\$10.00** (with a retail value of \$30.00)

- Beltstrike boxed Module
- Tarsus boxed module
- (Tarsus can be purchased by itself for \$6.00)

**NOTE:** Once certain stocks are exhausted we will replace them with another **TRAVELLER** product of our choice.

## JAMES BOND

#### JAMES BOND SPECIALS #1

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- JAMES BOND 007** Rulebook
- Q Manual - Supplement
- Gold Finger - Module
- Octopussy - Module
- Dr. No - Module
- On Her Majesty's Secret Service - 4 solitaire Modules

#### JAMES BOND SPECIALS #2

Our Price: **\$50.00** (with a retail value of \$230.00!)

- JAMES BOND 007** Rulebook
- Q Manual - supplement
- Gold Finger - Module
- Octopussy - Module
- Dr. No - Module
- On Her Majesty's Secret Service - 4 solitaire Modules
- For Your Information - Supplement
- Villains - Supplement
- Back of Beyond - Module
- And **FOUR** bonus items from the following listing (to be chosen at random until stocks are depleted):
- For Your Eyes Only - Module
- Gamemaster's Pack - Supplement
- Goldfinger II - Module
- Live and Let Die - Module
- Man with the Golden Gun - Module
- Thrilling Locations - Supplement
- You Only Live Twice - Module
- View to a Kill - Module

**NOTE:** the above **JAMES BOND** stock (except for the Rulebook) can be purchased individually for **\$7.00** per item.



## PACE SETTER RPGS

### CHILL 12 MODULE PACK

Compatible with *GURPS HORROR*, *CALL OF CTHULHU*, and *BEYOND THE SUPERNATURAL*. (The stats will need fixing!) For \$12.00, twelve items from the list below can be selected as your choice (this offer has a total retail value of \$130.00).

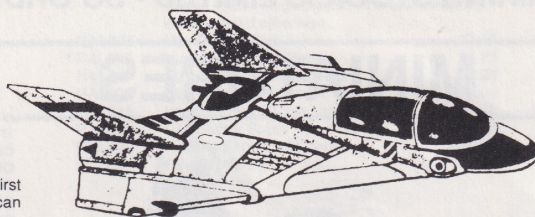
Highland Terror  
Village of Twilight  
Things  
Vengeance of Dracula  
Haunter of the Moor  
Isle of the Dead  
Thutmoses' Night  
Creature Feature  
Vampires  
Death on Tour  
Deathwatch on the Bayou  
Blood Moon Rising  
Evenings of Terror

**NOTE:** We have 10 *CHILL* RPG boxed sets in stock - the first ten customers to include an **extra \$8.00** with this offer can purchase one of these sets.

### STARACE 5 MODULE PACK

Compatible with *GURPS SPACE*, *MEGA-TRAVELLER*, *DOC-TOR WHO*, *STAR TREK*, *STAR FRONTIERS* and *SPACE-MASTER* (although the GM will have to fix the stats). For \$5.00, five items selected from the list below can be yours, with a retail value of \$55.00.

Star Ace  
Goodbye, Kankee  
Lightspeed Raid  
Ace in the Hole  
First Strike on Paradise  
The Gemini Conspiracy



### TIMEMASTER 11 MODULE PACK

Compatible with *DOCTOR WHO*. Those items marked with an asterisk (\*) are also compatible with any Fantasy RPG (again, the stats will have to be changed to suit the system). For \$11.00, eleven items can be selected for your order (with a total retail value of \$120.00).

Crossed Swords  
The Cleopatra Gambit \*  
Missing: PT-109  
Partisans from the Shadows  
Clash of Kings \*  
Sea Dogs of England  
Temples of Blood \*  
Whom the Gods Destroy \*  
Assassin Queen \*  
Terrible Swift Ford  
Timetricks \*  
Timestorm \*

**NOTE:** We have 5 *TIMEMASTER* RPG boxed sets in stock - the first five customers to include an **extra \$8.00** with this offer can purchase one of these sets.

# COMPUTER GAMES

All of the following products have been reduced from \$70.00!  
Please list **SECOND CHOICES** when ordering.

## APPLE DISK

SSI	Battle for Normandy	\$10.00
SSI	Panzer Grenadier	\$10.00

## C-64 DISK

SSI	Tigers in the Snow	\$10.00
SSI	Battle for Normandy	\$10.00
SSI	Knights of the Desert	\$10.00
SSI	Cosmic Balance (not boxed)	\$10.00
SSI	Norway 1985	\$10.00

## C-64 CASSETTE

SSI	Tigers in the Snow	\$5.00
SSI	Battle for Normandy	\$5.00
SSI	Knights of the Desert	\$5.00
SSI	Combat Leader	\$5.00

## ATARI DISK

SSI	Battle for Normandy	\$10.00
SSI	Breakthrough in the Ardennes	\$10.00
SSI	Six-gun Shootout	\$10.00

## ATARI CASSETTE

SSI	Tigers in the Snow	\$5.00
SSI	Cytron Masters	\$5.00

## GAME DESCRIPTIONS

### BATTLE FOR NORMANDY

Either lead or face the largest amphibious force ever as the Allied armies scale Hitler's Atlantic wall. Covers the sea, land & air battles of D-Day and the following 24 days. From beach-head to breakout, the Allies must face fierce German defense.

### BREAKTHROUGH IN THE ARDENNES

A detailed regimental & brigade level simulation of the Battle of the Bulge - Hitler's desperate armored thrust against tenacious U.S. opposition. Includes air & artillery support, supply, engineering, fortifications and the all-important daily weather.

### COMBAT LEADER

Tactical warfare between armored vehicles and mechanized infantry, with either company, platoon or squad-level control. Features over 70 tank types - from the Tiger to M1 Abrams, hidden movement and variable terrain. A Joystick is required.

### COSMIC BALANCE

Tactical space combat between individual starships, but before players can start blasting themselves into motes of spacelust they must dedicate time to perfecting a ship design that incorporates everything from power & weapons, hull-sizes, transport capacity, to shields.

### CYTRON MASTERS

Future warfare where the combatants are cybernetic electronic devices - mindless drones whose only task is to ensure the complete destruction of the enemy machines. For two players or solitaire, a Joystick is required for play.

### KNIGHTS OF THE DESERT

Covers the North African Campaign from March 1941 to February 1943. A divisional & regimental scale game where the key strategies involve the capture of cities and logistical control for the fast-moving armies. Two players or solitaire.

### NORWAY 1985

The onset of winter freezes the Warsaw Pact's invasion in the harsh terrain of Norway. Now is the time for NATO to blunt the success of the Soviet's earlier conquests. With ski troops making the best of the weather, the European war heats up!

### PANZER GRENADIER

A game of an elite armored infantry regiment attached to the Grossdeutschland Panzer Grenadier Division. Features five East-front scenarios covering 1942-1944, and using everything from infantry heavy weapons to tanks and AT guns.

### SIX-GUN SHOOTOUT

Individually rated characters (who may progress in experience) of the American 'Wild West' era vie for notoriety, or at least some sort of recognition, in ten scenarios - from corral gunfights to marauding Indians attacking a wagon train. With 18 weapon-types - shotguns & pistols to tomahawks & bows.

### TIGERS IN THE SNOW

German panzers and infantry have punched a hole in the thin Allied lines around the Ardennes forest, they charge headlong for the Meuse river in a desperate race against a lack of supplies and the growing American reinforcements.

# WARGAMES

### GDW BLOODTREE REBELLION (Boxed)

Human colonists battle the 4041st Mykin Clone Regiment and the Petrochem Orionid interstellar cartel for control of the planet Sombra. Company level guerrilla warfare of the future. With political and military actions. 480 counters, 22"x28" land map and three 8"x9" city maps. Now only **\$12.00!**

### AH CHANCELLORSVILLE (Boxed)

A week long battle where the outnumbered Confederates audaciously divided their meagre troops and sprung a surprise flank attack that shattered the numerically superior Union army. 22"x28" mapboard. **\$15.00**

### TAS EAST WIND RAIN (Boxed)

A grand-strategy game of the Pacific War 1941-1945. Includes the military and economic strength of America, Japan, England China and Australia. Covers the land, sea & air war. 800 counters & two 18"x22" maps. **\$20.00**

### AH ELRIC (Boxed)

The Young Kingdoms rise up to wrest control of a world from the eldar Melniboné. Mystic challenges and war are the keys to the Throne of Domination, and the unpredictable alliance of Elric may help or hinder the path to victory. For 1-4 players. 21"x32" mapboard & 320 counters. **\$20.00**

### WES WEB AND STARSHIP (Boxed)

Earth is caught in the middle of a terrible interstellar war between two alien nations, a race for survival through technology begins. A 2-3 player game of military & economic strategy. 320 counters and a 22"x34" map. **\$15.00**

### PEO KANEV (Boxed)

Recreates the Soviet crossing of the Dnepr river, in September 1943. In this dramatic confrontation Russia employed its largest concentration ever of crack airborne troops. 200 counters and a 16"x24" map. **\$10.00**

### AH LITTLE ROUND TOP (boxed)

Company-sized units engage in 3 days of bitter warfare for control of a hill that marked the extreme left flank of the Union's lines. Overall Confederate victory hinged on this battle. 117 counters & 11"x16" mapboard. **\$7.00**

### PEO "THE COSSACKS ARE COMING" (Boxed)

The 1914 Tannenberg campaign. Three massive Imperial Russian armies marched into Prussia to face 1 small, but magnificently equipped, German army. 600 counters, from Cavalry to Zeppelins, and a 22"x36" map. **\$12.00**

### PEO TO THE WOLF'S LAIR (Boxed)

The Soviet drive into East Prussia - 2 mighty army groups against some of the toughest units left in the German army in a bitter fight for Königsberg. Features everything from flame-thrower tanks & bicycle troops to Katyusha divisions & Polish partisans. 400 counters & a 22"x28" map. Boxed **\$12.00**

# NEW! MITHRIL MINIATURES NEW!

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These are a superlative range of 25mm miniatures in Blister packs. All of the following items are authentic reproductions of the major personalities and standard troops from the *MIDDLE EARTH* RPG. However, these beautifully detailed castings are perfect for representing characters from any fantasy RPG!

One figure per pack, unless stated otherwise.

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M32

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